**setfillstyle() and floodfill()**

**Objective:** To demonstrate setfillstyle() and floodfill() .

**Theory:** The header file graphics.h contains **setfillstyle()** function which sets the current fill pattern and fill color.**floodfill()** function is used to fill an enclosed area. Current fill pattern and fill color is used to fill the area.

**Syntax :**

void setfillstyle(int pattern, int color)

void floodfill(int x, int y, int border\_color)

**Program**

#include <graphics.h>

// driver code

int main()

{

    // gm is Graphics mode which is

    // a computer display mode that

    // generates image using pixels.

    // DETECT is a macro defined in

    // "graphics.h" header file

    int gd = DETECT, gm;

    // initgraph initializes the

    // graphics system by loading

    // a graphics driver from disk

    initgraph(&gd, &gm, " ");

    // center and radius of circle

    int x\_circle = 250;

    int y\_circle = 250;

    int radius=100;

    // setting border color

    int border\_color = WHITE;

    // set color and pattern

    setfillstyle(HATCH\_FILL,RED);

    // x and y is a position and

    // radius is for radius of circle

    circle(x\_circle,y\_circle,radius);

    // fill the color at location

    // (x, y) with in border color

    floodfill(x\_circle,y\_circle,border\_color);

    getch();

    // closegraph function closes the

    // graphics mode and deallocates

    // all memory allocated by

    // graphics system

    closegraph();

    return 0;

}