```
//SHREYAS SAWANT D7A 55
 1
     //Implement Area Filling Algorithm:Boundary Fill & Flood Fill
 4
     #include "graphics.h"
     #include "conio.h"
 5
     void boundaryFill(int x, int y, int fcolor,int bcolor)
 6
 7
 8
          if((getpixel(x, y) != bcolor) && (getpixel(x, y) != fcolor))
 9
10
              putpixel(x, y, fcolor);
              boundaryFill(x + 1, y, fcolor, bcolor);
11
12
              boundaryFill(x, y + 1, fcolor, bcolor);
13
              boundaryFill(x - 1, y, fcolor, bcolor);
14
              boundaryFill(x, y - 1, fcolor, bcolor);
              boundaryFill(x - 1, y - 1, fcolor, bcolor);
boundaryFill(x - 1, y + 1, fcolor, bcolor);
15
16
17
              boundaryFill(x + 1, y - 1, fcolor, bcolor);
18
              boundaryFill(x + 1, y + 1, fcolor, bcolor);
19
20
21
22
     void floodfill(int x,int y,int old,int newcol)
23
2.4
              int current;
25
              current=getpixel(x,y);
2.6
              if (current==old)
27
28
                  putpixel(x,y,newcol);
29
                  floodfill(x+1, y, old, newcol);
                  floodfill(x-1, y, old, newcol);
30
31
                  floodfill(x,y+1,old,newcol);
32
                  floodfill(x,y-1,old,newcol);
33
                  floodfill(x+1,y+1,old,newcol);
                  floodfill(x-1, y+1, old, newcol);
34
3.5
                  floodfill(x+1, y-1, old, newcol);
36
                  floodfill(x-1, y-1, old, newcol);
37
              }
38
39
40
41
    int main()
     { int c;
42
         printf("1.Boundary Fill\n2.Flood Fill\nEnter Choice\n");
43
         scanf("%d",&c);
44
45
         int gd = DETECT, gm;
46
         initgraph(&gd, &gm, (char*)"");
47
         int x = 250, y = 200, radius = 50;
48
49
50
51
         switch(c)
52
53
              case 1:
54
                  { rectangle(x, y, 450, 300);
                      outtextxy(300, 150, "BOUNDARY FILL");
boundaryFill(350, 250, 9, 15);
55
57
                       break;
58
59
60
              case 2:
                  { rectangle(x, y, 450, 300);
61
                      outtextxy(300, 150, "FLOOD FILL");
floodfill(300,250,0,4);
62
6.3
64
                       break:
65
              default:
66
              { printf("Wrong choice\n");
67
                  exit(0);
68
69
                  break;
70
71
72
         getch();
7.3
         closegraph();
74
         restorecrtmode();
75
76
         return 0;
77
     }
78
```