# Practical No 8

Title: - Write C++ program to draw a concave polygon and fill it with desired color using fill algorithm.

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**Input:** #include<graphics.h> #include<iostream> #include<stdlib.h> using namespace std;

void ffill(int x,int y,int o\_col,int n\_col)

{

int current = getpixel(x,y); if(current==o\_col)

{

delay(1); putpixel(x,y,n\_col); ffill(x+1,y,o\_col,n\_col); ffill(x-1,y,o\_col,n\_col); ffill(x,y+1,o\_col,n\_col); ffill(x,y-1,o\_col,n\_col);

}

}

int main()

{

int x1,y1,x2,y2,x3,y3,xavg,yavg; int gdriver = DETECT,gmode;

initgraph(&gdriver,&gmode,NULL);

cout << " \n\t Enter the points of triangle"; setcolor(1);

cin >> x1 >> y1 >> x2 >> y2 >> x3 >> y3; xavg = (int)(x1+x2+x3)/3;

yavg = (int)(y1+y2+y3)/3; line(x1,y1,x2,y2);

line(x2,y2,x3,y3);

line(x3,y3,x1,y1);

ffill(xavg,yavg,BLACK,RED); getch();

return 0;

}

# Output:

Values : (100, 170) (170, 300) (300, 400)

