

```

1
2  #define SQR(x) ((x)*(x))      /* macro for square */
3  #ifndef M_PI                  /* in case M_PI not found in math.h */
4  #define M_PI 3.1415927
5  #endif
6  #ifndef M_E
7  #define M_E 2.718282
8  #endif
9
10 #define MAX_FILENAME_CHARS 320
11
12 char    filename[MAX_FILENAME_CHARS];
13
14 HWND    MainWnd;
15
16         // Display flags
17 int      ShowPixelCoords;
18 int play_mode;
19 int step_mode;
20
21         // Image data
22 unsigned char *OriginalImage;
23 int        ROWS, COLS;
24
25 #define TIMER_SECOND 1          /* ID of timer used for animation */
26 #define MAX_QUEUE 10000
27
28         // Drawing flags
29 int      TimerRow,TimerCol;
30 int      ThreadRow,ThreadCol;
31 int      ThreadRunning;
32
33 int mouse_x_pos, mouse_y_pos;
34 int is_j_pressed;
35 int fill_thread_running;
36 int red, green, blue;
37 HWND temp;
38 CHOOSECOLOR color;
39 DWORD rgbCurrent;
40 COLORREF acrCustClr[16];
41 HBRUSH hbrush;
42 int end_thread;
43 char threshold[256];
44 char radius[256];
45 int thresh;
46 int rad;
47 int total_threads;
48 int *indices;
49
50         // Function prototypes
51 LRESULT CALLBACK WndProc(HWND,UINT,WPARAM,LPARAM);
52 void PaintImage();
53 void AnimationThread(void *);          /* passes address of window */
54 void region_grow(void *); // Passes address of window

```