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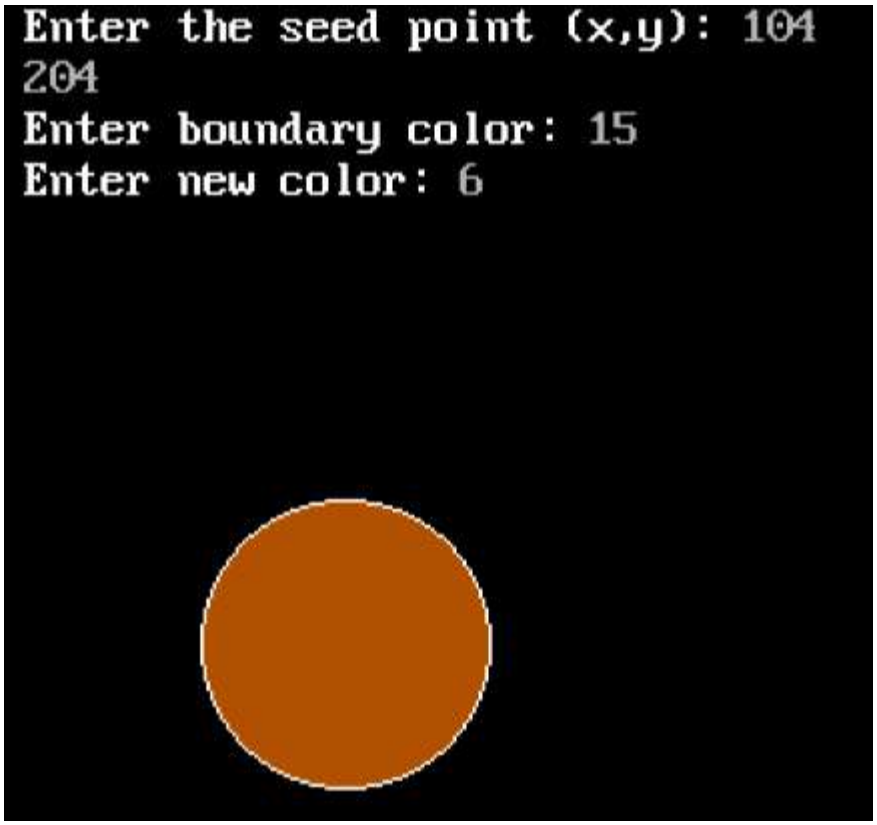
Roll No: 06

```
#include<stdio.h>
#include<conio.h>
#include<graphics.h>
#include<dos.h>
void boundary_fill(int x , int y,int fcolor, int bcolor)
{
if((getpixel(x,y) !=bcolor) && (getpixel(x,y) !=fcolor))
{
delay(10);
putpixel(x,y,fcolor);
boundary_fill(x+1,y,fcolor,bcolor);
boundary_fill(x-1,y,fcolor,bcolor);
boundary_fill(x,y+1,fcolor,bcolor);
boundary_fill(x,y-1,fcolor,bcolor);
}
}
void main()
{
int x,y,fcolor,bcolor;
int gd=DETECT,gm;
initgraph(&gd,&gm,"C:\\TurboC3\\BGI");
printf("Enter the seed point (x,y): ");
scanf("%d%d",&x,&y);
printf("Enter boundary color: ");
scanf("%d",&bcolor);
printf("Enter new color: ");
scanf("%d",&fcolor);
circle(100,200,45);
boundary_fill(x,y,fcolor,bcolor);
getch();
}
```


Enter the seed point (x,y): 104
204
Enter boundary color: 15
Enter new color: 6