

```

#include <stdio.h>

#include <conio.h>

#include <graphics.h>

#include <dos.h>

void flood_fill_8(int x, int y, int fcolor, int oldcolor) {

    if (getpixel(x, y) == oldcolor) {

        putpixel(x, y, fcolor);

        delay(5);

        flood_fill_8(x + 1, y, fcolor, oldcolor);

        flood_fill_8(x - 1, y, fcolor, oldcolor);

        flood_fill_8(x, y + 1, fcolor, oldcolor);

        flood_fill_8(x, y - 1, fcolor, oldcolor);

        flood_fill_8(x + 1, y + 1, fcolor, oldcolor);

        flood_fill_8(x - 1, y + 1, fcolor, oldcolor);

        flood_fill_8(x + 1, y - 1, fcolor, oldcolor);

        flood_fill_8(x - 1, y - 1, fcolor, oldcolor);

    }

}

int main() {

    int x, y, fcolor, oldcolor;

```

```

int gd = DETECT, gm;

initgraph(&gd, &gm, (char*)"");

int errorcode = graphresult();
if (errorcode != grOk) {
    printf("Graphics error: %s\n", grapherrormsg(errorcode));
    return 1;
}

printf("Enter the seed point (x, y): ");
scanf("%d%d", &x, &y);
printf("Enter fill color: ");
scanf("%d", &fcolor);

rectangle(100, 100, 200, 200);

oldcolor = getpixel(x, y);
flood_fill_8(x, y, fcolor, oldcolor);

getch();

closegraph();

return 0;
}

```

