BOUNDARY FILLING PROGRAM

```
#include<stdio.h>
#include <graphics.h>
void boundaryFill8(int x, int y, int fill_color,int boundary_color)
{
 if(getpixel(x, y) != boundary_color &&
  getpixel(x, y) != fill_color)
    {
        putpixel(x, y, fill_color);
        boundaryFill8(x + 1, y, fill_color, boundary_color);
        boundaryFill8(x, y + 1, fill_color, boundary_color);
        boundaryFill8(x - 1, y, fill_color, boundary_color);
        boundaryFill8(x, y - 1, fill_color, boundary_color);
        boundaryFill8(x - 1, y - 1, fill_color, boundary_color);
        boundaryFill8(x - 1, y + 1, fill_color, boundary_color);
        boundaryFill8(x + 1, y - 1, fill_color, boundary_color);
        boundaryFill8(x + 1, y + 1, fill_color, boundary_color);
    }
}

//driver code
int main()
{
  int gd = DETECT, gm;
  initgraph(&gd, &gm, "C:\\TURBOC3\\BGI");

    // Rectangle function
  rectangle(50, 50, 100, 100);

    // Function calling
    boundaryFill8(55, 55, 4, 15);

    delay(10000);

    getch();

    closegraph();

    return 0;
}
```

output