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Write a program to implement Polygon Filling (Boundary Fill) algorithm.

#include <stdio.h>

#include <conio.h>

#include <graphics.h>

void boundfill(int xc, int yc, int r, int b) {

int cur;

cur = getpixel(xc, yc);

if (cur != b && cur != r) {

putpixel(xc, yc, r);

delay(1);

boundfill(xc + 1, yc, r, b);

boundfill(xc - 1, yc, r, b);

boundfill(xc, yc + 1, r, b);

boundfill(xc, yc - 1, r, b);

}

}

void main() {

int gd = DETECT, gm;

initgraph(&gd, &gm, "..\\bgi");

rectangle(50, 50, 100 ,100);

boundfill(55, 55, 4, WHITE);

getch();

closegraph();

}

**OUTPUT:**

