

```
1 #include <graphics.h>
2 #include <iostream>
3 #include <stdlib.h>
4 using namespace std;
5 void ffill(int x, int y, int o_col, int n_col)
6 {
7     int current = getpixel(x, y);
8     if (current == o_col)
9     {
10         delay(1);
11         putpixel(x, y, n_col);
12         ffill(x + 1, y, o_col, n_col);
13         ffill(x - 1, y, o_col, n_col);
14         ffill(x, y + 1, o_col, n_col);
15         ffill(x, y - 1, o_col, n_col);
16     }
17 }
18 int main()
19 {
20     int x1, y1, x2, y2, x3, y3, xavg, yavg;
21     int gdriver = DETECT, gmode;
22     initgraph(&gdriver, &gmode, NULL);
23     cout << " \n\t Enter the points of triangle";
24     setcolor(1);
25     cin >> x1 >> y1 >> x2 >> y2 >> x3 >> y3;
26     xavg = (int)(x1 + x2 + x3) / 3;
27     yavg = (int)(y1 + y2 + y3) / 3;
28     line(x1, y1, x2, y2);
29     line(x2, y2, x3, y3);
30     line(x3, y3, x1, y1);
31     ffill(xavg, yavg, BLACK, RED);
32     getch();
33     return 0;
34 }
```

