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Div: C   Batch: C4

Course Name: PBL3- Computer Graphics & Gaming

Course Code: BCE5504

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Problem Definition:

Write C++/Java program to fill the above patterns mentioned in assignment 1(House) with desired color using Seed fill algorithm
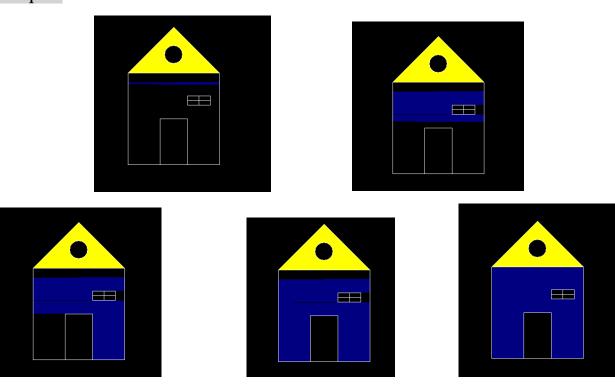
===

Input:

```c
#include<stdio.h>

#include<stdlib.h>

#include<graphics.h>


void flood(int x,int y,int fillColor,
int bgColor)

{

    if(getpixel(x,y)==bgColor)

    {

        putpixel(x,y,fillColor);

        flood(x+1,y,fillColor,bgColor);

        flood(x-1,y,fillColor,bgColor);

        flood(x,y+1,fillColor,bgColor);

        flood(x,y-1,fillColor,bgColor);

    }

}


//void boundaryFill(int x, int y, int
fill_color,int boundary_color)

//{
```

```c
//    if(getpixel(x, y) !=
boundary_color &&

//        getpixel(x, y) != fill_color)

//    {

//        putpixel(x, y, fill_color);

//        boundaryFill(x + 1, y,
fill_color, boundary_color);

//        boundaryFill(x, y + 1,
fill_color, boundary_color);

//        boundaryFill(x - 1, y,
fill_color, boundary_color);

//        boundaryFill(x, y - 1,
fill_color, boundary_color);

//    }

//}


int main()

{

 int gd = DETECT, gm;

 initgraph(&gd, &gm, NULL);


// triangle
```

```
    line(300,100,400,200);                          // window
    line(300,100,200,200);                          line(330,250,330,270);
    line(200,200,400,200);                          line(380,250,380,270);

// side 2 line                                      line(330,250,380,250);
    line(200,200,200,400);                          line(330,270,380,270);
    line(400,200,400,400);
                                                    line(330,260,380,260);
// horizontal last line                             line(355,250,355,270);
    line(200,400,400,400);
                                                    flood(300,110,14,0);
    // door
    line(270,300,270,400);                          // fill wall
    line(330,300,330,400);                          flood(300, 220, 1, 0);
    line(270,300,330,300);
                                                    delay(500000);
    //circle                                        closegraph();
    circle(300,160,20);                             return 0;
                                                }
```

Output: