#include<graphics.h>

#include<iostream>

#include<stdlib.h>

using namespace std;

void ffill(int x,int y,int o\_col,int n\_col)

{

int current = getpixel(x,y);

if(current==o\_col)

{

delay(1);

putpixel(x,y,n\_col);

ffill(x+1,y,o\_col,n\_col);

ffill(x-1,y,o\_col,n\_col);

ffill(x,y+1,o\_col,n\_col);

ffill(x,y-1,o\_col,n\_col);

}

}

int main()

{

int x1,y1,x2,y2,x3,y3,xavg,yavg;

int gdriver = DETECT,gmode;

initgraph(&gdriver,&gmode,NULL);

cout << " \n\t Enter the points of triangle";

setcolor(1);

cin >> x1 >> y1 >> x2 >> y2 >> x3 >> y3;

xavg = (int)(x1+x2+x3)/3;

yavg = (int)(y1+y2+y3)/3;

line(x1,y1,x2,y2);

line(x2,y2,x3,y3);

line(x3,y3,x1,y1);

ffill(xavg,yavg,BLACK,RED);

getch();

return 0;

}

OUTPUT:

