

* Surrounded Regions

```

x x x x
x (0) (0) x
x x (0) x
x (0) x x
  
```

⇒

```

x x x x
x x x x
x x x x
x (0) x x
  
```

all 0's directionally surrounded by x's should change to x

start from all 4 edges & then do dfs or bfs. change 0's to "2".

then traverse through grid & then 0's to "x", 2's to "0's".