/ C Implementation for Boundary Filling Algorithm

#include <graphics.h>

// Function for 4 connected Pixels

void boundaryFill4(int x, int y, int fill\_color,int boundary\_color)

{

if(getpixel(x, y) != boundary\_color &&

getpixel(x, y) != fill\_color)

{

putpixel(x, y, fill\_color);

boundaryFill4(x + 1, y, fill\_color, boundary\_color);

boundaryFill4(x, y + 1, fill\_color, boundary\_color);

boundaryFill4(x - 1, y, fill\_color, boundary\_color);

boundaryFill4(x, y - 1, fill\_color, boundary\_color);

}

}

//driver code

int main()

{

// gm is Graphics mode which is

// a computer display mode that

// generates image using pixels.

// DETECT is a macro defined in

// "graphics.h" header file

int gd = DETECT, gm;

// initgraph initializes the

// graphics system by loading a

// graphics driver from disk

initgraph(&gd, &gm, "");

int x = 250, y = 200, radius = 50;

// circle function

circle(x, y, radius);

// Function calling

boundaryFill4(x, y, 6, 15);

delay(10000);

getch();

// closegraph function closes the

// graphics mode and deallocates

// all memory allocated by

// graphics system .

closegraph();

return 0;

}

Output:

