```
Algo floodfill 3
52: Seclare Coordinates of rectange.
Ss: declare coordinates of rectange.
                 put pincel (x, y, were)
                 flood (x +1, y, old, ww)
                 flood (x-1, y, old, were)
                  flood (x, yt1, old, wee)
                 flool (x, y-1, all, wee)
                 plool (x+1,y+1,00, we)
                 flood (11-1, yt), old, ww)
                 flood ( )(+1, y-1, old, ww)
                 flood (x-1, y-1, all, mu)
```

A (1) odfill they #Include < stdio. a7 #include Zgraphics a> # include < dos. b> Howlind (conio. a) void flood (intx, inty, intold, int wee) int consent; coment = get pind (1, y); if (convent = = old) putpixel (1, y, keu); put pine flood (x+1, J, old, ww); flood (x-1, y, old, new); flood/1, y+1, old, wew); flood / 11, y-1, old, ww/; flood (xH, y+1, old, new); flood (1-1, yt1, old, wu); flood (1+1, y-1, old, new); flood (x-1, y-1, old, ww); Void main() inted = DETECT, gm; init große (4 gd, 4 gm, "c"); rectungle (50, 50,150,150); flood 770,70,0,15); getch (); clox graph ();

