NAME-PRADEEP GUSAIN (D) ROII NO + 1121103 (22) Section - B Floopfill 8 connected approach -0=1 P+1 Code, # include Litaioin> It gindude 2graphics.ht # include Lows, h> Void floodfill (intre, enty, intold, ent new col) d. int covert: Coverent = getpixel (x,y); If (Luvunt == old) E delay (5); purpitel (x, y, newcol); flood fill (x+1, y, old, newcol); floatfill (x-1, y, old, newcol); floodfill (x, y+1, vid, newcol); flood fill (x, y-1, old, newcol); floodfill (2+11 y +1,011, newcol); floodfill (X-1, Yt1, Old, newcel); frood fill (x+1, y-1, o'ld, newcol);

Flood Fill (x-1, y-1, old, newCol);

feely

Algorithm Of 8-Connewed Flood Fill

of (curen = = old)

¿ purpixel (x, y, full\_colous);

Floodfill (x+1, y, fill-Colour, boundry-Colour)

flood fill (71-1, y, fill-Color, boundary-a 1006)

Floodfil (x ) yt1, @ filledour, boundary-woor)

frood fill (x, y-1, Fill-colour, boundary-Colour)

hood fill ( 70+1 / 4+1 / Fill-color, boundary-color)

Hood Fill (x-1, 8+1, Fill-Colour, boundary-colour)

Hoodfill (9C+1, y-1, fill-colour, boundary - colour)

floodfil) (x-114-11+11-wiors, boundary-clos)

above-left, above-sught, betono so below-left and helow-high

fully

