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Sub ⇒ Computer graphics and animation
Date ⇒ 16/06/21

Ans 3> Algorithm for boundary fill Algorithm using 8 connected approach.

1> Start
floodfill (x, y, old, newcol)

2> If x or y is outside the screen, then screen 0.

3> If color of pelpixel (x, y) is same as old color then ~~for top.~~

4> Recur for,

floodfill (x, y, old, newcol)
floodfill (x+1, y, old, newcol)
floodfill (x-1, y, old, newcol)
floodfill (x, y-1, old, newcol)
floodfill (x+1, y+1, old, newcol)
floodfill (x-1, y+1, old, newcol);
floodfill (x+1, y-1, old, newcol);
floodfill (x-1, y-1, old, newcol)

5> Stop

Code

```
#include <stdio.h>
#include <graphics.h>
#include <conio.h>
void floodfill (int x, int y, int old, int newcol)
{
    int current
    current = getpixel (x,y);
    if (current == old)
    {
        delay (5);
        putpixel (x, y, newcol);
        floodfill (x+1, y, old, newcol);
        floodfill (x-1, old, newcol);
        floodfill (x, y+1, old, newcol);
        floodfill (x, y-1, old, newcol);
        floodfill (x+1, y+1, old, newcol);
        floodfill (x-1, y+1, old, newcol);
        floodfill (x+1, y-1, old, newcol);
        floodfill (x-1, y-1, old, newcol);
    }
}
void main()
{
    int gd = DETECT, gm;
    initgraph (&gd, &gm, "");
    rectangle (50, 50, 150, 150);
    floodfill (70, 70, 0, 15)
    getch()
    closegraph();
}
```