

Q.1.curs

Program

```
#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, y, 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);
```

Banul

Floodfill(70, 70, 0, 15);
getch();
Closegraph();
↓

Algo.

• Floodfill(x, y, newCol, old)

Step 1: If x or y is outside the screen, then return

Step 2: If color of pixel(x, y) is same as old.

Step 3: Recur for

• floodfill(x+1, y, newCol, old) &

floodfill(x-1, y, newCol, old) &

floodfill(x, y+1, newCol, old) &

floodfill(x, y-1, newCol, old) &

Sanku

