NAME = Sabsham Rauthan Class Roll no = 38 Subject = computer joaphic Lab COURSE = BCACGEN) Section = B University Roll no = 1121119 Admission NO = 18211123 Syrature = Songhank (OI) write an algorithm and Projeam to implement Floodfill algorithm using 8 connected approach # include (Stdio.h) # include / Jraphics.h)
# include ( dos.h) # includexconio. L) void floodfill (intx, inty, intold, intrewcol) int coorent; (vooent = getpixe)(x,y): 1) ((vooen t = = old)

de lay(5). Putpiyel(x,), rewal), Flood 1000 (X+1, ), old, new col): Floodjill (x, y+1, ald, reweal); Floodfill (x, x-1, old, rewool); Flood J. Old (X+1, Y+1, Old, rawal); J-Dood/100 (x-1), y+1, old, new col); Flo od/ill(x+1, y-1; old, newcol). Flood [1,00 (x-1, y-1, ald, reweal); Void main() E intig = DETECT, Jm; "nit jaaph (4,1, 2) m, (((1) TURBOC311B 1577"); acctan/20050, 50, 150,150), Flood 100 170, 70, 0, 15); Jetch(); Gorelgo byci!

Ullositham grossfill (x, y, old color, remacolor) 1) IJ x ory is outside the scorer, then return n 2) Il color of Jetpixel (x, y) is same as of I color then los top 3) Recordor Mostfill (x, y, old color, ne w color) Jood Jing (x+1, y, old color, new color) Jlood Jill (x-1, y, old color, new color) 12002/100(x, 1-1) Dldcolod, new calos) 10007/10 (X+1, X+1, 087c0 DOR) VEDCO JOR) Jaod Jill (X-1, y+1, 0020000), rewcolor) 12004/100 (x+1, y-1, aldcolod, rewcolod). 1/00/11/(x-1, y-1, oldcolor, newcolor)

