

Q-1

NAME - PRADEEP GUSAIN

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Section - B

Q-1 P-1

FLOODFILL - 8 connected approach -

Code →

```
#include <stdio.h>
#include <graphics.h>
#include <conio.h>
```

void floodfill (int x, int y, int old, int newcol)

{ int count;

count = getpixel(x, y);

if (count == 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);

}

}

Pradeep

void main()

```
{  
    int gd = DETECT, gm;  
    initgraph (&gd, &gm, " ");  
    rectangle (50, 50, 150, 150);  
    floodfill (70, 70, 0, 15);  
    getch();  
    closegraph();  
}
```

Algorithm of 8-Connected flood fill

if (current == old)

{ pixel (x, y, fill-colour);

floodfill (x+1, y, fill-colour, boundary-colour)

floodfill (x-1, y, fill-colour, boundary-colour)

floodfill (x, y+1, ~~old~~ fill-colour, boundary-colour)

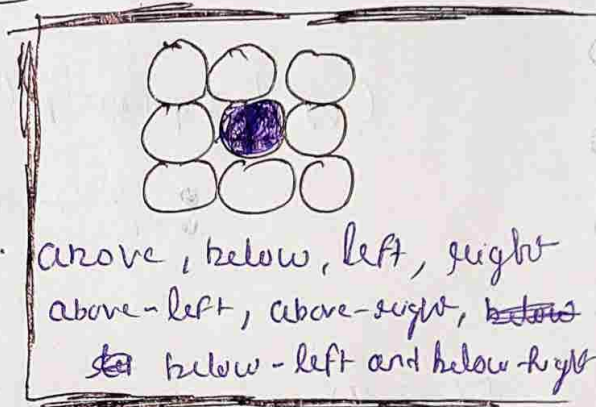
floodfill (x, y-1, fill-colour, boundary-colour)

floodfill (x+1, y+1, fill-colour, boundary-colour)

floodfill (x-1, y+1, fill-colour, boundary-colour)

floodfill (x+1, y-1, fill-colour, boundary-colour)

floodfill (x-1, y-1, fill-colour, boundary-colour)



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Windows BGI

