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CLASS ROLL NO - 03
COURSE - BCA(VI) B
PAPER NAME - COMPUTER GRAPHICS AND ANIMATION (PBC-602)

PROGRAM 1:

ALGORITHM :-

floodfill (x, y, oldcolor, newcolor)

1) If x. or y is outside Initialize current = getpixel(x, y)

2) If color of getpixel (x, y) is same as oldcolor then

3) Recur for

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)

Mansi

SOURCE CODE -

```
#include <stdio.h>
#include <graphics.h>
#include <dos.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);
            flood fill (x+1, y-1, old, newcol);
            flood fill (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();
}
```