Algo floodfill →

S1: Start

S2: Declare coordinate of rectangle.

S3: Declare ~~coordinate~~ value of x, y, old & new.

if (current == old)

then ..

putpixel (x, y, new)
flood (x+1, y, old, new)
flood (x-1, y, old, new)
flood (x, y+1, old, new)
flood (x, y-1, old, new)
flood (x+1, y+1, old, new)
flood (x-1, y+1, old, new)
flood (x+1, y-1, old, new)
flood (x-1, y-1, old, new)

~~S4: Stop~~

S3: ~~return~~ Go to S3

S4: Stop

As (1) :- Floodfill Algo :-

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