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Program 1=3 algorithm.

floodfill (x, y, newcal 101d)

Step 1=) if x ory is outside the screenthe

neturn.

Step 2=) if color of copie(x,y) is same as old. step 3=) Reconsion for.

> flood fill (x+1, y, new col, old)flood fill (x-1; y, new col, old)flood fill (x, y+1; new col, old)flood fill (x, y+1; new col, old)

> > savry.