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Answer 1

Floodfill algorithm using 8 connected Approach

Step 1: Start

Step 2: Initialize the value of seed point (x, y), old, newcol.

step 3: Define the boundary values of the polygon

step 4: Check if the current seed point is of default color then repeat the setps 4 & 5- fill the boundary pixcels reached.

(if getpixel(x,y) = newcol then repeat step 4 4 5)

Steps: Change the default color with the

setPixel (& x, y, old)

step 6: Recursively follow the procedure with four neighbourhood point

Floodfil (x+1, y, old, newcol);

floodfil (x-1, y, old, newcol);

floodfil (x, y+1, old, newcol);

floodfil (x, y-1, old, newcol);

floodfil (x+1, y+1, old, newcol);

floodfil (x-1, y+1, old, newcol);

floodfil (x+1, y+1, old, newcol);

floodfil (x+1, y-1, old, newcol);

floodfil (x+1, y-1, old, newcol);

floodfil (x-1, y-1, old, newcol);

Step 7: Exit.

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```
Program
afinclude (stdio.h)
# include (graphics . h)
Hinclude (dos. h)
void floodfill (int x, inty, int old, int newcol)
 Int current;
    current = getpixel(x,y);
    if (coment == old)
       delay (5);
       putpixel (x,y,nowcol);
       floodfill (x+1, y, old, newcol);
       floodfill (x-1, y, old, newcol);
       floodfil (x,y+1, old, newcol);
       floodfil (x, y-1, old, newcol);
       flood fill (x+1, y+1, old, new col);
        floodfil (x- 1, y+1, old, newcol);
        floodfill x+1, y-1, old, newcol);
        floodfill (x-+, y-+, old, newcol).
voi 2 main ()
     int gd = DETECT , gm;
```

initgraph (fgd, fgm, "");
rectangle (50,50, 150,150);
floodfil (70,70,0, 15);
getch();
closegraph();

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