SAMEER ARORA BCA 6 B 41 Computer Graphics

1- WAP to Floodfill Algorithm:

include (stdio.h)

I include (graphics.h)

include (dos.h)

include (conio.h)

void Floodfill (intx, inty, intold, introcucal)

int current;

current = get pixel(x,y); if (current = = old)

delay (5),

putpixel (n, y, newcol);

Floafil) (x+1, y, old, now (ol), floodfill (x-1, y 101a, newcol);

floodfill (x,y+1, bld, newcol);

Flood Fill (M, y-1, old, newcol)

flood fill (x+1, y+1, old inewed)

floodfill(以一1,以刊, old, new col);

flood fill (ut 1, v-1, old, newcol),
flood fill (u-17, v-1, old, newcol);

d

void main()

int gd= PETECT, gm;
int gd= PETECT, gm;

int gd= PETECT, gm;
inttgraph (lga, lgm, 4);
rectangle (50,50,150,150);
Flood fill (70,70,0,15);
getch()
chougraph())

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ALGORITHM

- Step 1 Intialize the value of seed points Cseedn , seedy), follow, and dol.
- Step2 Define the boundary values of the polygon
- Step3 Check if the current seed point is of default color than repeat the steps 4 and 5 till the boundary pixels successed reached
- Stepy- Change the default colour will the Fill color at the seed point. Set pixel (seed 2 , seedy , Frol)
- Step 5 Recursively follow the procedure with four neighour hood points Flood Fill (seedn -1, seedy, Fool, dol)

FloodFII) (seed x+1, seed y, fcolidcol)

Flood F.11 (Seed X, seed Y-1, F601, d(o))

Flood Fill (seed x, seedy + 1, fool, d(ol))
Flood Fill (seed x - 1, seedy+1, Foolided)

FloodFIII (Seed X+1, seedy+1, foo), d(d)

Flood Fill (seed x +), seedy - 1, fcol, d(o))

FloodFill (seedre-1, seedy-1, feed ideal)

PJEPG - EXIT

