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Section: B

Ques 1

Program

```
# include <stdio.h>
```

```
# include <graphics.h>
```

```
# include <dos.h>
```

```
# include <conio.h>
```

```
void floodfill (int x, int y, int old, int new col)
```

```
{
```

```
    int current;
```

```
    current = getpixel (x, y);
```

```
    if (current == old)
```

```
    {
```

```
        delay (5);
```

```
        putpixel (x, y, new col);
```

```
        floodfill (x + 1, y, old, new col);
```

```
        floodfill (x - 1, y, old, new col);
```

```
        floodfill (x, y + 1, old, new col);
```

```
        floodfill (x, y - 1, old, new col);
```

```
        floodfill (x + 1, y + 1, old, new col);
```

```
        floodfill (x - 1, y + 1, old, new col);
```

```
        floodfill (x + 1, y - 1, old, new col);
```

```
        floodfill (x - 1, y - 1, old, new col);
```

```
    }
```

```
}
```

```
void main()
```

```
{
```

```
    int gd = DETECT, gm;
```

```
    initgraph (&gd, &gm, "C:\\TURBOC\\BGI");
```

rectangle (50, 50, 150, 150);

bloodfill (70, 70, 0, 15);

getch();

Close graph ();

}

### algorithm

bloodfill (x, y, newcol, old)

Step 1: if x or y is outside the screen, then return

Step 2: if color of get pixel (x, y) is same as old;

Step 3: Recur for

bloodfill (x+1, y, newcol, old)

bloodfill (x-1, y, newcol, old)

bloodfill (x, y+1, newcol, old)

bloodfill (x, y-1, newcol, old)

Sy

