Set B

Q3. ~~Bresenham Circle Drawing Algorithm~~ :-

Q1. Flood-fill Algorithm with 8-Connected Approach:-

Algorithm →

```
floodfill (x, y, fill-color, other_colour:Integer)
    if (getpixel(x,y) = other_colour)
    {
        setpixel(x, y, fill-color)
        fill (x+1, y, fill-color, other_colour);
        fill (x-1, y, fill-color, other_colour);
        fill (x, y+1, fill-color, other_colour);
        fill (x, y-1, fill-color, other_colour);
    }
```