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Sec → B

Sub → Computer Graphics

Ques

Program

Ans 1:

```
#include <stdio.h>
#include <graphics.h>
#include <conio.h>
void floodfill (int x, int y, int old, int newcol)
{
    int current;
    current = getpixel(x, y);
    if (current == old)
    {
        delay(50);
        putpixel(x, y, newcol);
        floodfill(x+1, y, old, newcol);
        floodfill(x-1, y, old, newcol);
        floodfill(x, y+1, old, newcol);
        floodfill(x, y-1, old, newcol);
        floodfill(x+1, y+1, old, newcol);
        floodfill(x-1, y+1, old, newcol);
        floodfill(x+1, y-1, old, newcol);
        floodfill(x-1, y-1, old, newcol);
    }
}
```


void main()

{

initgd = DETECT, gm;

initgraph (&gd, &gm, "");

rectangle (50, 50, 150, 150);

floodfill (70, 70, 0, 15);

getch();

closegraph();

}

Algo.

floodfill (x, y, newcol, old)

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

Step 2 → If Color of getpixel (x, y) is same as old.

Step 3 - Recur for

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

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

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

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

