Algorithm to implement 8 - connected glood

A HAR A MARCHAR

Start Algorethm

Step 2 -Draw the rectangle using rectangle function.

Step3 - Implement 8 connected glood fell with the

Co-ordinates x and y.

put pixel (x, y, newcal) &

glood fill (x+1, y, ald, new cal).

good gell (x-1, y, ald, new cal)

grood fell (x, y+1, old, mue cal)

Lice Ext) Inthe Glood fill (x, y-1, old, new cal)

Charles Charle glood fill (x+1, y+1, old, new cal)

Expressive Conf.

The state of the s

Glood fell (x-1, y+1, old, new cal)

Slood fell (x+1, y-1, old, new cal)

Slood fell (x-1, y-1, old, new cal)

Step 4 - Stab Algarithm.

The state of the s

The state of the s

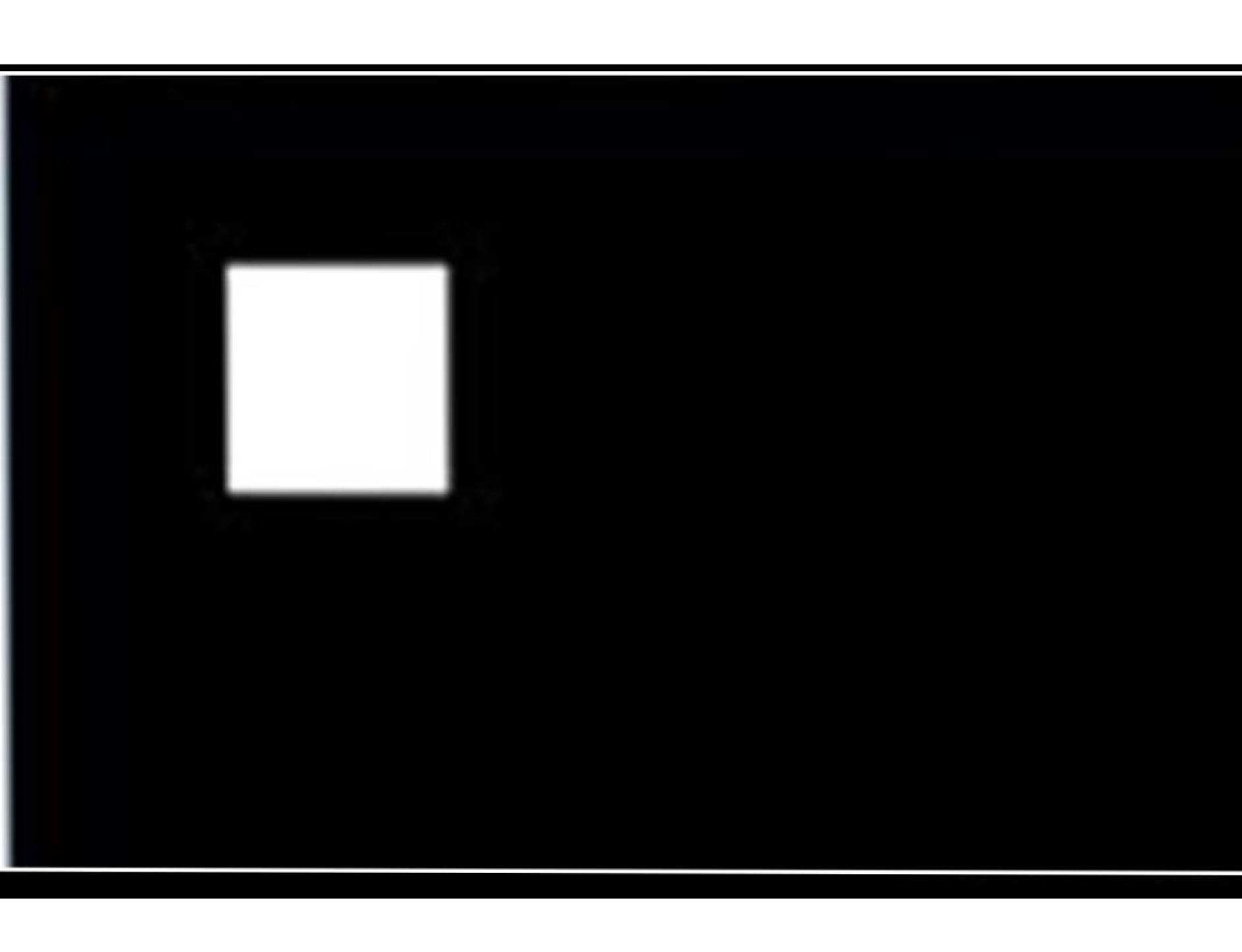
(1 21 , 0 , 0 F , OF) W/ W/

```
1 Praggram
    # Enclude 2 sedio . h >
   # Enclude < graphics . h)
   # include < das. h)
   # Enclude < comlo. h>
Vald flood fell ( ent x, int y, int ald, int new cal)
   int current,
   rurrent = get pixel (x,y);
    ig ( current = = old)
       delay (5).
       putpexel (x, y, new col);
       glood gell ( x+1, y, ald, new coal);
       Glood fill ( n-1, y, ald, nus cal);
                       Less 1+4 1 1+5 / 422 Bully
```

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Company of the state of the sta
        floodfill (x, y+1, old, new col);
                                                                                                                                                                                                                     (1, 1) 19:04 5 11
   Gloodfell (x, y-1, ald, new cal);
  Glood fell (x+1, y+1, ald, new eal);
                                                                                                                                                   1 1 2 1 - - 1 1 1 2 1 Books
     flood fell (x-1, y+1, old, new col);
      food feel (x+1, y-1, ald, new ral);
         glood fell (x-1, y-1, ald, new ral);
Voeld main ()
  int gd = DETECT, gm;
init graph ( & gd, & gm, " "),
xectangle (50, 50, 150, 150).
  Gloodfell (70, 70, 0, 15).
   getch ();
     Close graph ();
```

- 11 /1/2



Om Sah 1121096 (15) BCA 6th B O Computer Graphics Practical Ams 3 20 Bresenham's livele Algorithm: Start Algarithm. Step 2 - Declare Pryrx, y, en, d variables b, or are co-ardinates of the center of the rircle er is vadius of circle. Step 3 - Enter the value of on. Calculated d = 3-29 Step 5 - Initealize x = 0 R 4. = 91 Sheck if the whole rircle is Scan Converted 4 x >= 4 Stop

Step 7 - Flat eight hairts ley using concepts of eight.

Way symmetry. The renter is at (k,q). Luxurd

active pixel is (x,y).

Putpixel (x+k, y+q)

putpixel (y+b, x+q)

putpixel (-y+b, x+q)

putpixel (-x+b, y+q)

putpixel (-x+b, y+q)

putpixel (-x+b, -y+q)

putpixel (y+b, -x+q)

putpixel (y+b, -x+q)

putpixel (x+b, -y-q)

Step 8 - Find lacation of next pexels to be scanned.

If d < 0 then d = d + 4x + 6

Increment :x = x +1 Ig d 2 0 then d = d+ 4 (x-y) + 10 THE PARTY OF THE PROPERTY decrement y = y-1 11/200 - H+H- 22111- 1 201/10/ Step 9 to Step 6 attended to the second of the Stop Algorithm. (4) 24 + 1 = 24 + 4) war find O Prageam: 2 (21 x 4 1 + 2 + 2 + 2 + 2 + 2 + 3 12 24 24 3 # 3 mclude / graphics. h) # enclude < stable . h > # 2mclude < Stdleo.h> were medalined trial # Enclude < Conto. h> # anclude < math. h>

```
Void
     Fraktway Symmetric Plat (int xe, ent ye, ent x,
                           int y)
  putpexel (x + xc , y + yc , RED);
  tuttirel (x+xx,-y+ yx, yELLOw);
  putpixel (-x+xc,-y+yc,GREEN);
  butbixel (-x+xc, y+yc, yEllow);
  putpexel ( y + xx, x + yx, 12);
  butpixel (y+xx,-x+yx,14);
  butbixel (-y+xc, -x+ yc, 15);
  putpixel (-y+xx, x+yx, 6);
 Void Boresenham Lerde ( int x x, int yx, int or)
          , y=9, d=3-(2*91);
```

```
Eight way Symmetric Plat (xx, yx, x, y);
 while (x <= y)
   ig (d <= 0)
    d= d+ (4 * x) + 6;
     d= d+ (4* x1) - (4* y) + 10;
    x = x+1;
  Eight way Symmetric Plat (xe, ye, x, y);
  int main (væld)
  int xc, yc, gderever = DETECT, gmade, verencode;
```

```
l 8 gartier, 2 gmade, "");
inle graph
                                   14 - 2 4 1 ATHE
error code =
           graph result ();
if leverancode!=
                  grate)
  prents l' broaphies errors: %8 \ m , grapherson meg
                                         (errorcade));
  printly (" Press any key to
                            halt ");
   getch ();
                 301 + 1 p + p) - 1 p + p = 1
   exit (1);
                                      11-4-6
  printly (" Enter values of xx, and yx; ");
  score ( " " d " , 8 xx, 3 yx);
  printly ( " Enter values of radius: ");
  scang ( " " od " , & 91);
  Bresenhan Lesde (xx, yx, 9);
```

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Enter the values of xc and yc :100 100
Enter the value of radius :50