AIM : Write a program to implement Polygon filling(Boundry fill) algorithm Line clipping algorithm.

Experiment:

#include<graphics.h>

#include<dos.h>

#include<conio.h>

void boundaryFill8(int x, int y, int fill\_color,int boundary\_color)

{

if(getpixel(x, y) != boundary\_color && getpixel(x, y) != fill\_color)

{

putpixel(x, y, fill\_color);

boundaryFill8(x + 1, y, fill\_color, boundary\_color);

boundaryFill8(x, y + 1, fill\_color, boundary\_color);

boundaryFill8(x - 1, y, fill\_color, boundary\_color);

boundaryFill8(x, y - 1, fill\_color, boundary\_color);

boundaryFill8(x - 1, y - 1, fill\_color, boundary\_color);

boundaryFill8(x - 1, y + 1, fill\_color, boundary\_color);

boundaryFill8(x + 1, y - 1, fill\_color, boundary\_color);

boundaryFill8(x + 1, y + 1, fill\_color, boundary\_color);

}

}

void main()

{

int gd = DETECT, gm;

initgraph(&gd, &gm, "c:\\Turboc3\\bgi");

rectangle(50, 50, 100, 100);

boundaryFill8(55, 55, 4, 15);

delay(10000);

getch();

closegraph();

}

output:

