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**boundary fill algorithm implementaion using triangle drawing**

**Code :**

#include<windows.h>

#include <iostream>

#include <math.h>

#include <time.h>

#include <GL/glut.h>

using namespace std;

void delay(float ms){

clock\_t goal = ms + clock();

while(goal>clock());

}

void init(){

glClearColor(0.0,1.0,1.0,0.0);

glMatrixMode(GL\_PROJECTION);

gluOrtho2D(0,640,0,480);

}

void bound\_it(int x, int y, float\* fillColor, float\* bc){

float color[3];

glReadPixels(x,y,1.0,1.0,GL\_RGB,GL\_FLOAT,color);

if((color[0]!=bc[0] || color[1]!=bc[1] || color[2]!=bc[2])&&(

color[0]!=fillColor[0] || color[1]!=fillColor[1] || color[2]!=fillColor[2])){

glColor3f(fillColor[0],fillColor[1],fillColor[2]);

glBegin(GL\_POINTS);

glVertex2i(x,y);

glEnd();

glFlush();

bound\_it(x+1,y,fillColor,bc);

bound\_it(x-2,y,fillColor,bc);

bound\_it(x,y+2,fillColor,bc);

bound\_it(x,y-2,fillColor,bc);

}

}

void mouse(int btn, int state, int x, int y){

y = 480-y;

if(btn==GLUT\_LEFT\_BUTTON)

{

if(state==GLUT\_DOWN)

{

float bCol[] = {1,0,0};

float color[] = {0,0,1};

//glReadPixels(x,y,1.0,1.0,GL\_RGB,GL\_FLOAT,intCol);

bound\_it(x,y,color,bCol);

}

}

}

void world(){

glLineWidth(3);

glPointSize(2);

glClear(GL\_COLOR\_BUFFER\_BIT);

glColor3f(1,0,0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(150,100);

glVertex2i(300,300);

glVertex2i(450,100);

glEnd();

glFlush();

}

int main(int argc, char\*\* argv){

glutInit(&argc, argv);

glutInitDisplayMode(GLUT\_SINGLE|GLUT\_RGB);

glutInitWindowSize(640,480);

glutInitWindowPosition(200,200);

glutCreateWindow("Boundary Fill Algorithm Implementation");

glutDisplayFunc(world);

glutMouseFunc(mouse);

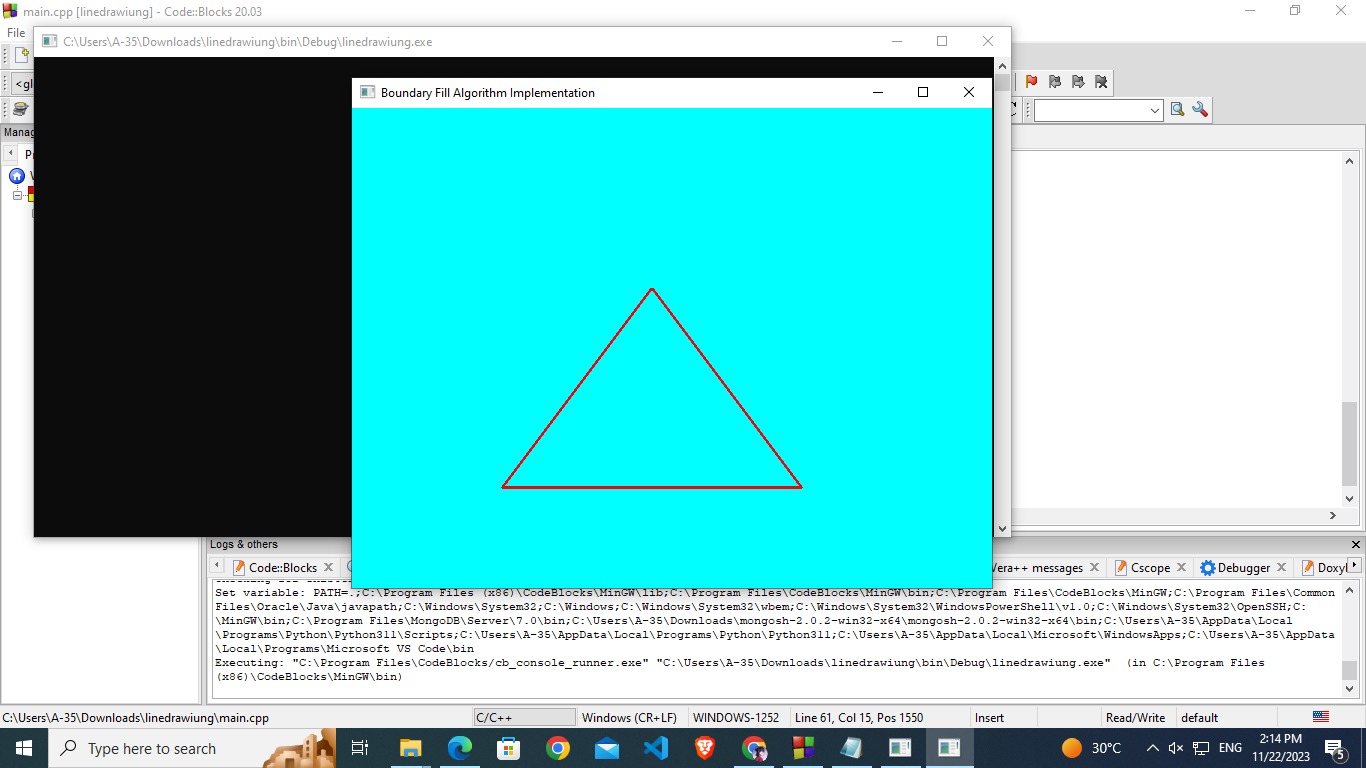
init();

glutMainLoop();

return 0;

}

**Output :**

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