/*

Title: - Write C++ program to draw a concave polygon and fill it with desired color using fill algorithm.

Roll No:-

Class:-SE Computer

Sub:-OOPL & CGL

Date:-

Program-

```
#include<graphics.h>
#include<iostream>
#include<stdlib.h>
using namespace std;
 void ffill(int x,int y,int o_col,int n_col)
   int current = getpixel(x,y);
   if(current==o_col)
   {
     delay(1);
     putpixel(x,y,n_col);
     ffill(x+1,y,o_col,n_col);
     ffill(x-1,y,o_col,n_col);
     ffill(x,y+1,o_col,n_col);
    ffill(x,y-1,o_col,n_col);
  }
 int main()
       int x1,y1,x2,y2,x3,y3,xavg,yavg;
       int gdriver = DETECT,gmode;
       initgraph(&gdriver,&gmode,NULL);
       cout << " \n\t Enter the points of triangle";</pre>
       setcolor(1);
       cin >> x1 >> y1 >> x2 >> y2 >> x3 >> y3;
       xavg = (int)(x1+x2+x3)/3;
       yavg = (int)(y1+y2+y3)/3;
       line(x1,y1,x2,y2);
       line(x2,y2,x3,y3);
       line(x3,y3,x1,y1);
```

```
ffill(xavg,yavg,BLACK,RED);
  getch();
  return 0;
}
```

/*Output:-

