# PROGRAM FOR BOUND FILL

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# PROGRAM

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

#include<dos.h>

void fill\_right(int x,int y);

void fill\_left(int x,int y);

main()

{

int gd=DETECT,gm,x,y,n,i;

initgraph(&gd,&gm,"c:\\turboc3\\bgi");

printf("BOUNDARY FILL");

line (50,50,200,50);

line (200,50,200,300);

line (200,300,50,300);

line (50,300,50,50);

x=100; y=100;

fill\_right(x,y);

fill\_left(x-1,y);

getch();

}

void fill\_right(int x,int y)

{

if((getpixel(x,y) != WHITE)&&(getpixel(x,y) != GREEN))

{

putpixel(x,y,GREEN);

fill\_right(++x,y); x=x-1;

fill\_right(x,y-1);

fill\_right(x,y+1);

}

delay(1);

}

void fill\_left(int x,int y)

{

if((getpixel(x,y) != WHITE)&&(getpixel(x,y) != GREEN))

{

putpixel(x,y,GREEN);

fill\_left(--x,y); x=x+1;

fill\_left(x,y-1);

fill\_left(x,y+1);

}

delay(1);

}

**OUTPUT SCREENSHOT**

