# PROGRAM FOR FLOOD FILL

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# PROGRAM

#include<conio.h>

#include<stdio.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,n,i,x,y,a[10][10];

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

printf("FLOOD FILL\n");

printf("ENTER NO OF EDGES\t");

scanf("%d",&n);

printf("ENTER COORDINATES\n");

for(i=0;i<n;i++)

{

printf("X%d Y%d ",i,i);

scanf("%d %d",&a[i][0],&a[i][1]);

}

a[n][0]=a[0][0];

a[n][1]=a[0][1];

printf("ENTER THE BETWEEN POINT)\t");

scanf("%d%d",&x,&y);

setcolor(WHITE);

for(i=0;i<n;i++)

{

line(a[i][0],a[i][1],a[i+1][0],a[i+1][1]);

}

fill\_right(x,y);

fill\_left(x-1,y);

getch();

}

void fill\_right(int x,int y)

{

if(getpixel(x,y) == 0)

{

putpixel(x,y,GREEN);

fill\_right(++x,y);

x=x-1;

fill\_right(x,y-1);

fill\_right(x,y+1);

}

}

void fill\_left(int x,int y)

{

if(getpixel(x,y) == 0)

{

putpixel(x,y,GREEN);

fill\_left(--x,y);

x=x+1;

fill\_left(x,y-1);

fill\_left(x,y+1);

}

}

# OUTPUT SCREEN

