BOUNDARY FILL

CODE:

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

#include<dos.h>

void BoundaryFill(int x,int y,int color,int boundary){

int p=getpixel(x,y);

if(p!=boundary&&p!=color&&p==0){

delay(1);

putpixel(x,y,color);

BoundaryFill(x+1,y,color,boundary);

BoundaryFill(x-1,y,color,boundary);

BoundaryFill(x,y+1,color,boundary);

BoundaryFill(x,y-1,color,boundary);

BoundaryFill(y,x+1,color,boundary);

BoundaryFill(y,x-1,color,boundary);

BoundaryFill(y+1,x,color,boundary);

BoundaryFill(y-1,x,color,boundary);

}

}

void main(){

int gd=DETECT,gm;

initgraph(&gd,&gm,"");

circle(100,100,25);

BoundaryFill(100,110,RED,WHITE);

getch();

closegraph();

}

OUTPUT:

