**/\* Program No. :**

**Aim : WAP for boundary filling of rectangle as raster graphics display.**

**\*/**

#include<stdio.h>

#include<stdlib.h>

#include<conio.h>

#include<graphics.h>

void boundary\_fill(int x,int y,int fill,int boundary)

{

int current;

current = getpixel(x,y);

if((current!=boundary)&&(current!=fill))

{

putpixel(x,y,fill);

boundary\_fill(x+1,y,fill,boundary);

boundary\_fill(x-1,y,fill,boundary);

boundary\_fill(x,y+1,fill,boundary);

boundary\_fill(x,y-1,fill,boundary);

}

}

void main()

{

int topx,topy,botx,boty,x,y;

int gdriver = DETECT, gmode, errorcode;

initgraph(&gdriver, &gmode, "C:\\TC3.0\\BGI");

errorcode = graphresult();

clrscr();

if (errorcode != grOk)

{

printf("Graphics error: %s\n", grapherrormsg(errorcode));

printf("Press any key to exit.");

getch();

exit(1);

}

printf("\n\nEnter the top left coordinates of rectangle : ");

printf("\n\t\tx : ");

scanf("%d",&topx);

printf("\t\ty : ");

scanf("%d",&topy);

printf("\n\nEnter the bottom right coordinates of rectangle : ");

printf("\n\t\tx : ");

scanf("%d",&botx);

printf("\t\ty : ");

scanf("%d",&boty);

clrscr();

setcolor(0);

rectangle(topx,topy,botx,boty);

getch();

clrscr();

printf("\nEnter the interior point, x : ");

scanf("%d",&x);

printf("\nEnter the interior point, y : ");

scanf("%d",&y);

clrscr();

setcolor(0);

rectangle(topx,topy,botx,boty);

boundary\_fill(x,y,4,0);

getch();

closegraph();

}

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