**/\* Program No. :**

**Aim : WAP for flood filling on circle as raster graphics display.**

**\*/**

#include<stdio.h>

#include<stdlib.h>

#include<conio.h>

#include<graphics.h>

void flood\_fill(int x,int y,int fill,int old)

{

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

{

putpixel(x,y,fill);

flood\_fill(x+1,y,fill,old);

flood\_fill(x-1,y,fill,old);

flood\_fill(x,y+1,fill,old);

flood\_fill(x,y-1,fill,old);

}

}

void main()

{

int cenx,ceny,radius,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("\nEnter the center of circle, x : ");

scanf("%d",&cenx);

printf("\nEnter the center of circle, y : ");

scanf("%d",&ceny);

printf("\nEnter the radius of the circle : ");

scanf("%d",&radius);

clrscr();

setcolor(0);

circle(cenx,ceny,radius);

getch();

clrscr();

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

scanf("%d",&x);

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

scanf("%d",&y);

clrscr();

setcolor(0);

circle(cenx,ceny,radius);

flood\_fill(x,y,4,7);

getch();

closegraph();

}

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