

# Flood-Fill Algorithm

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# The Problem

*"I want my PC to fill out this area with red!"*

*"But how?"*

# Implementation

- Main: Input file logic, User input
- Fill: Algorithm logic / Implementation
- Print: ASCII animation, Output file logic.

# Challenges

- Managing the input data from an external source
- Correctly handling the data and outputting it again

# Reflexion

- Improve the experience of using the application, by adding more user settings.
- Visualize the coordinate picking part, similar to putting pins on a map.

**Thank you**