

Boundary Fill 8 Connected

```
#include<stdio.h>

#include<conio.h>

#include<graphics.h>

#include<dos.h>

void boundary_fill(int,int,int,int);

void main()

{ int gd,gm;

detectgraph(&gd,&gm);

initgraph(&gd,&gm,"c:\\turbo3\\bgi");

rectangle(50,50,100,100);

boundary_fill(55,55,6,15);

getch();

closegraph();

}

void boundary_fill(int x,int y,int fcolor,int bcolor)

{

if((getpixel(x,y)!=bcolor)&&(getpixel(x,y)!=fcolor))

{

delay(5);

putpixel(x,y,fcolor);

boundary_fill(x+1,y,fcolor,bcolor);

boundary_fill(x-1,y,fcolor,bcolor);

boundary_fill(x,y+1,fcolor,bcolor);
```

```
boundary_fill(x,y-1,fcolor,bcolor);  
boundary_fill(x+1,y+1,fcolor,bcolor);  
boundary_fill(x-1,y+1,fcolor,bcolor);  
boundary_fill(x+1,y-1,fcolor,bcolor);  
boundary_fill(x-1,y-1,fcolor,bcolor);  
}  
}
```

Output -:

