Boundary Fill 4 Connected

```c
#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:\\turboc3\\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);

   }

}
```

Output -: