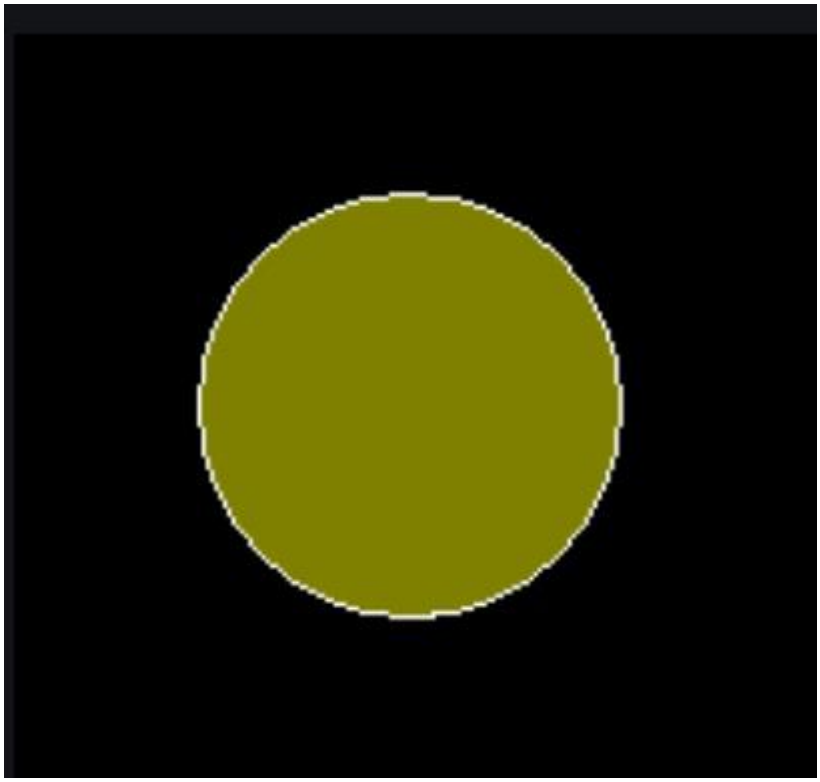
```
#include <stdio.h>
#include <graphics.h>
#include<dos.h>

void boundaryfill(int x,int y,int f_c,int b_c)
{
        if (getpixel(x,y)!=b_c && getpixel(x,y)!=f_c)
        {
                putpixel(x,y,f_c);
                boundaryfill(x+1,y,f_c,b_c);
                boundaryfill(x,y+1,f_c,b_c);
                boundaryfill(x-1,y,f_c,b_c);
                boundaryfill(x,y-1,f_c,b_c);
        }
}
int main()
{
        int gm,gd=DETECT,radius,x,y;
        printf("Enter x and y co-ordinates for cicle : ");
scanf("%d %d",&x,&y);
printf("Enter radius of the circle : ");
        scanf("%d",&radius);
        initgraph(&gd,&gm," ");
        circle(x,y,radius);
   rectangle(100,100,200,200);
        printf("Enter the value of x and y : ");
        scanf("%d %d",&x,&y);
        boundaryfill(x,y,5,15);
        delay(5000);
        closegraph();
        return 0;
```



```
#include<stdio.h>
#include<graphics.h>
#include<dos.h>
void flood(int,int,int,int);
int main()
{
int gd,gm=DETECT;
detectgraph(&gd,&gm);
initgraph(&gd,&gm," ");
rectangle(50,50,100,100);
flood(55,55,12,0);
closegraph();
return 0;
}
void flood(int x,int y, int fill_col, int old_col)
{
if(getpixel(x,y)==old_col)
{
delay(10);
putpixel(x,y,fill_col);
flood(x+1,y,fill_col,old_col);
flood(x-1,y,fill_col,old_col);
flood(x,y+1,fill_col,old_col);
flood(x,y-1,fill_col,old_col);
flood(x + 1, y + 1, fill_col, old_col);
flood(x - 1, y - 1, fill_col, old_col);
flood(x + 1, y - 1, fill_col, old_col);
flood(x - 1, y + 1, fill_col, old_col);
}
}
```