

```

#include<stdio.h>

#include<graphics.h>

#include<dos.h>


void boundaryfill(int x,int y,int f_color,int b_color)

{

if(getpixel(x,y)!=b_color && getpixel(x,y)!=f_color)

{

putpixel(x,y,f_color);

boundaryfill(x+1,y,f_color,b_color);

boundaryfill(x,y+1,f_color,b_color);

boundaryfill(x-1,y,f_color,b_color);

boundaryfill(x,y-1,f_color,b_color);

}

}

//getpixel(x,y) gives the color of specified pixel


int main()

{

int gm,gd=DETECT,radius;

int x,y;

printf("Enter x and y positions for circle\n");

scanf("%d%d",&x,&y);

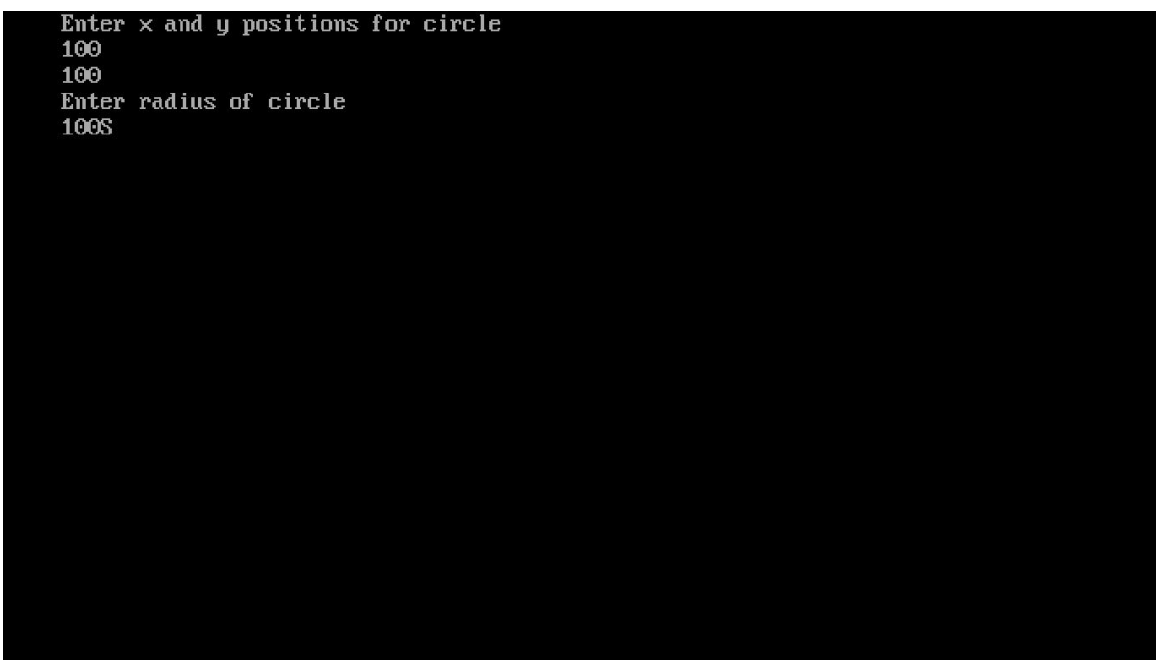
printf("Enter radius of circle\n");

scanf("%d",&radius);

```

```
initgraph(&gd,&gm,"c:\\turbo3\\bgi");  
  
circle(x,y,radius);  
  
boundaryfill(x,y,4,15);  
  
delay(5000);  
  
closegraph();  
  
return 0;  
  
}
```

OUTPUT:



```
Enter x and y positions for circle  
100  
100  
Enter radius of circle  
100
```

