```c
#include<stdio.h>

#include<graphics.h>

#include<dos.h>


void floodFill(int x,int y,int oldcolor,int newcolor)

{

if(getpixel(x,y) == oldcolor)

{

putpixel(x,y,newcolor);

floodFill(x+1,y,oldcolor,newcolor);

floodFill(x,y+1,oldcolor,newcolor);

floodFill(x-1,y,oldcolor,newcolor);

floodFill(x,y-1,oldcolor,newcolor);

}

}

//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:\\turboc3\\bgi");

circle(x,y,radius);

floodFill(x,y,0,15);

delay(5000);

closegraph();

return 0;

}
```

OUTPUT: