

# Flood Fill

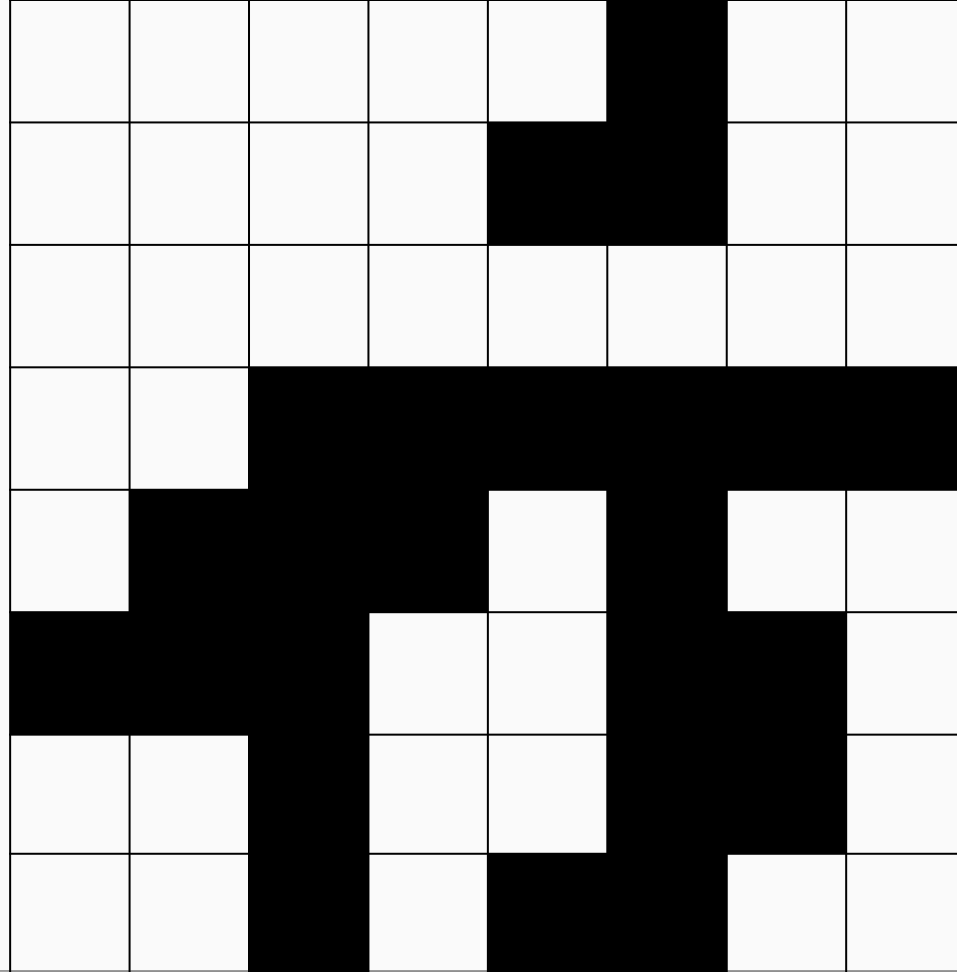
<http://bit.ly/VTProgFloodFill>

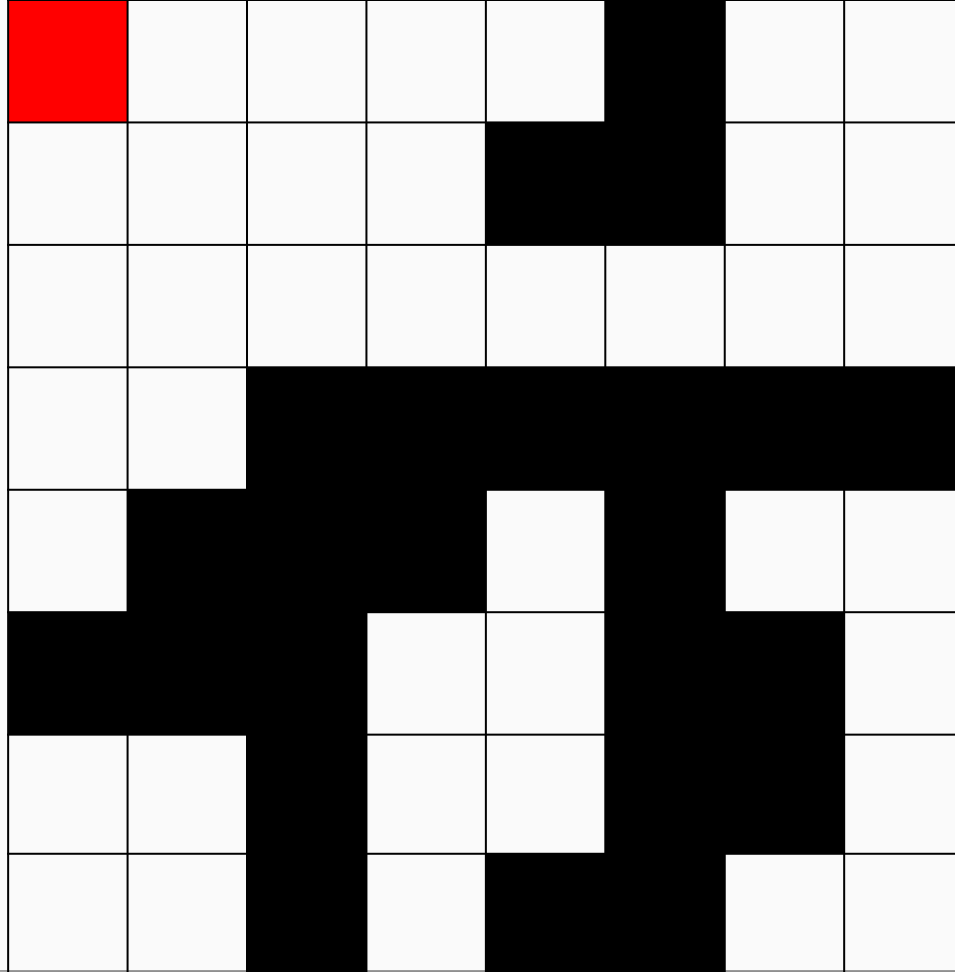
# What is a flood fill?

A flood fill is a recursive algorithm that is normally done on a 2D grid, but in theory can apply to any multidimensional array. You can think of it as the “bucket” tool in paint.

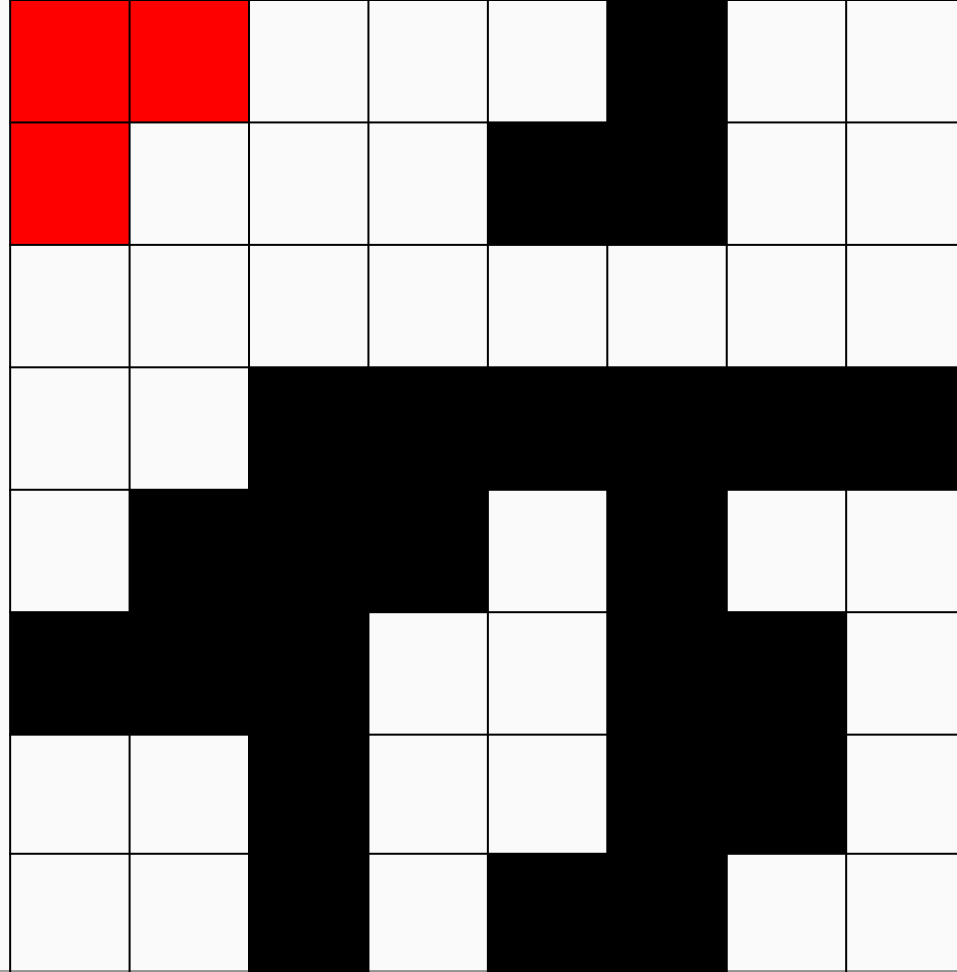
# Things to Consider

- Representation of the visited/unvisited cells (colored/not colored)
- What separates cells from each other?
- How should we handle the boundry cases?

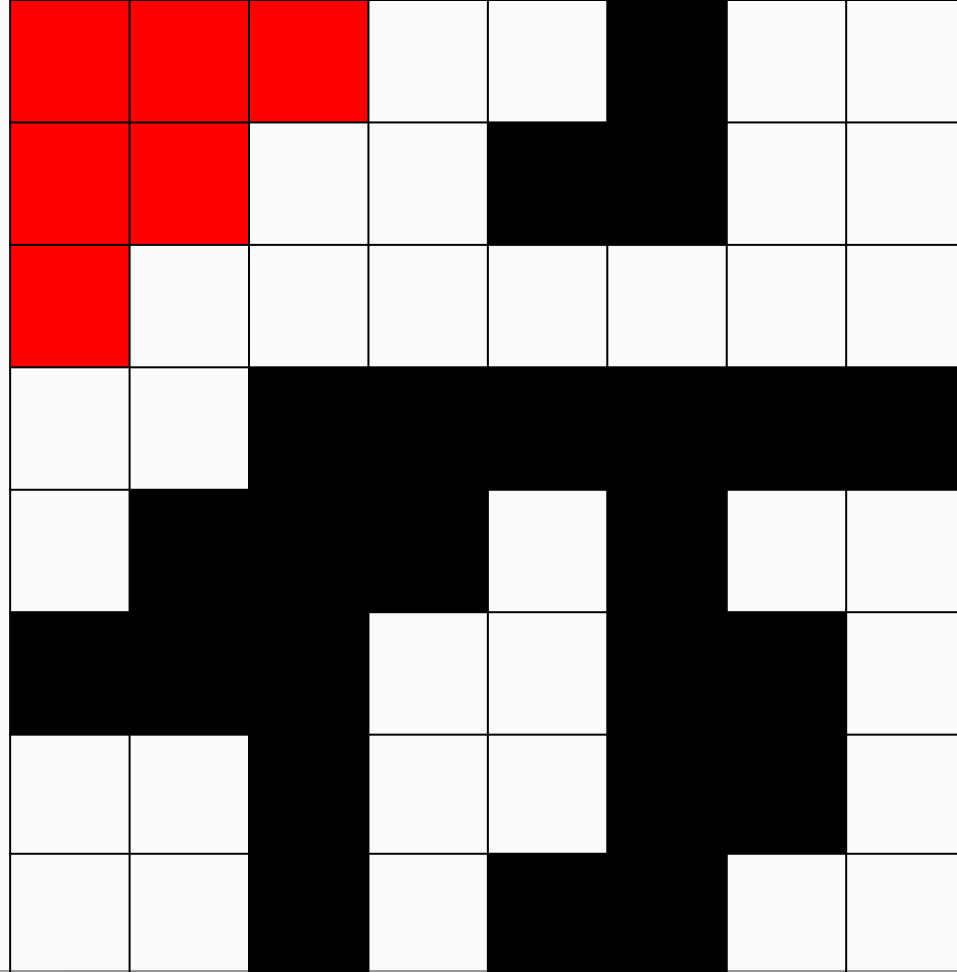




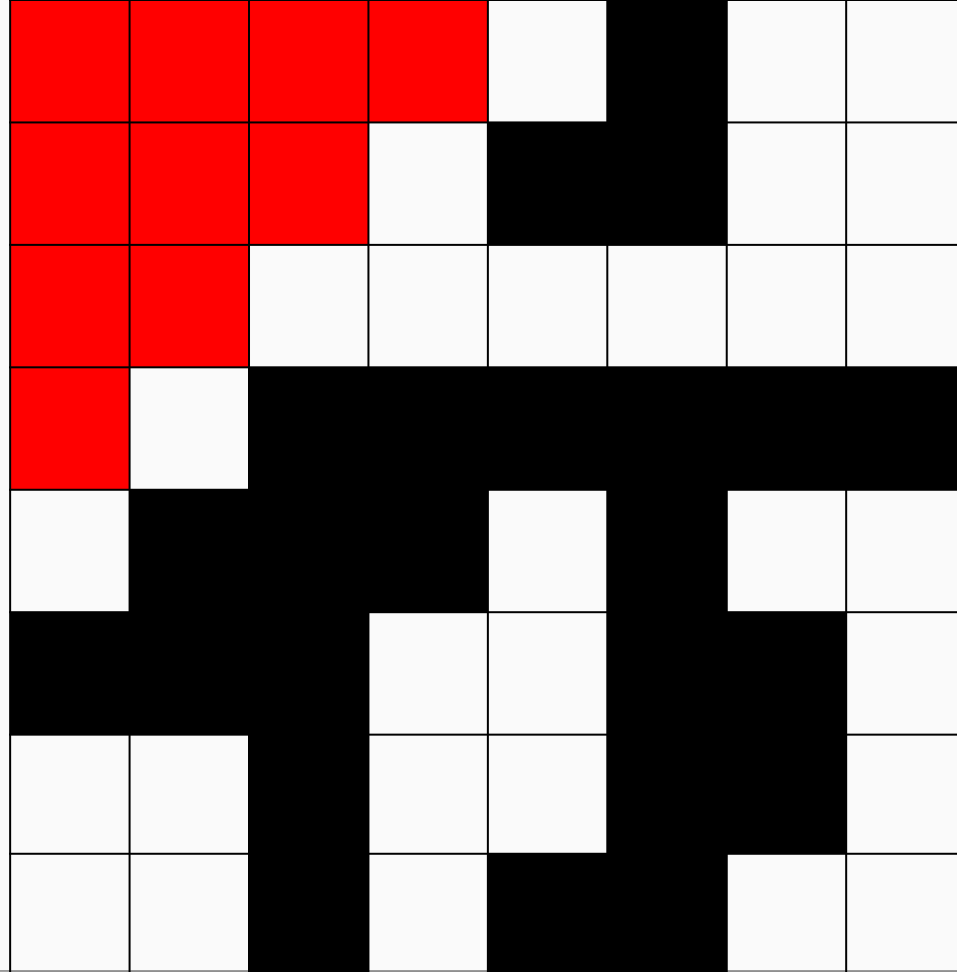
Flood fill example



Flood fill example

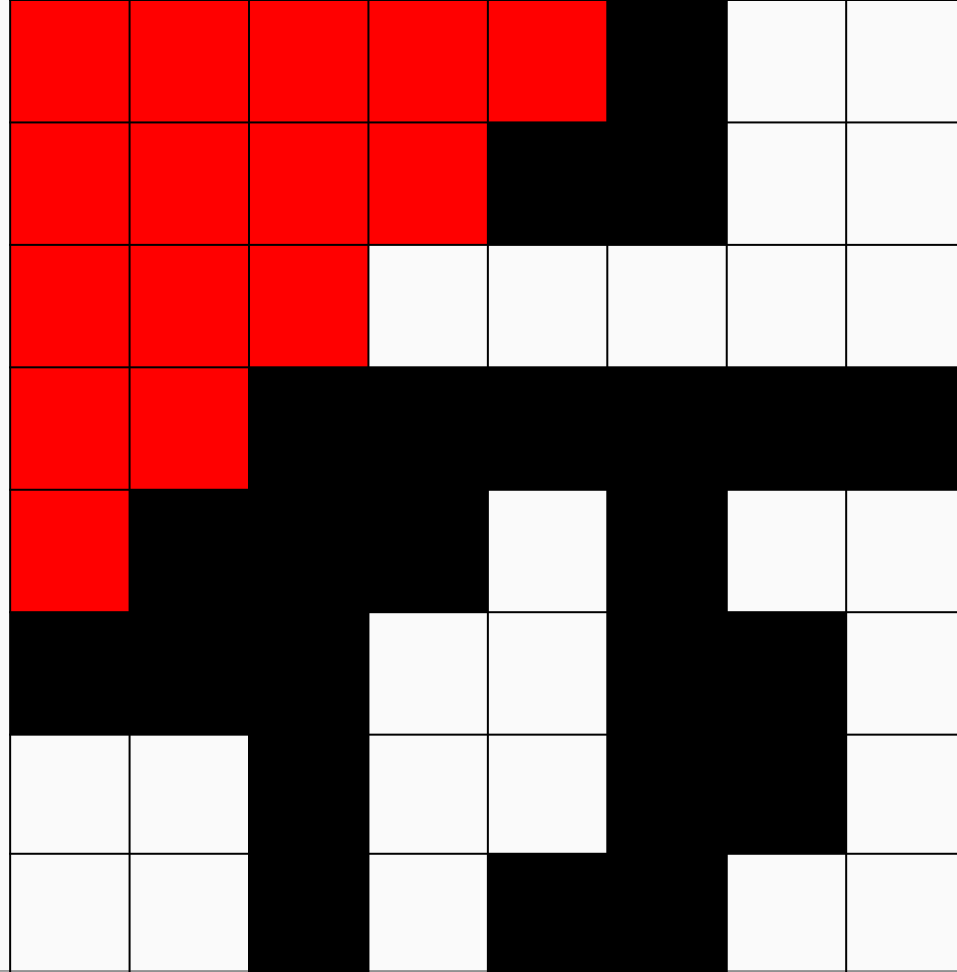


Flood fill example

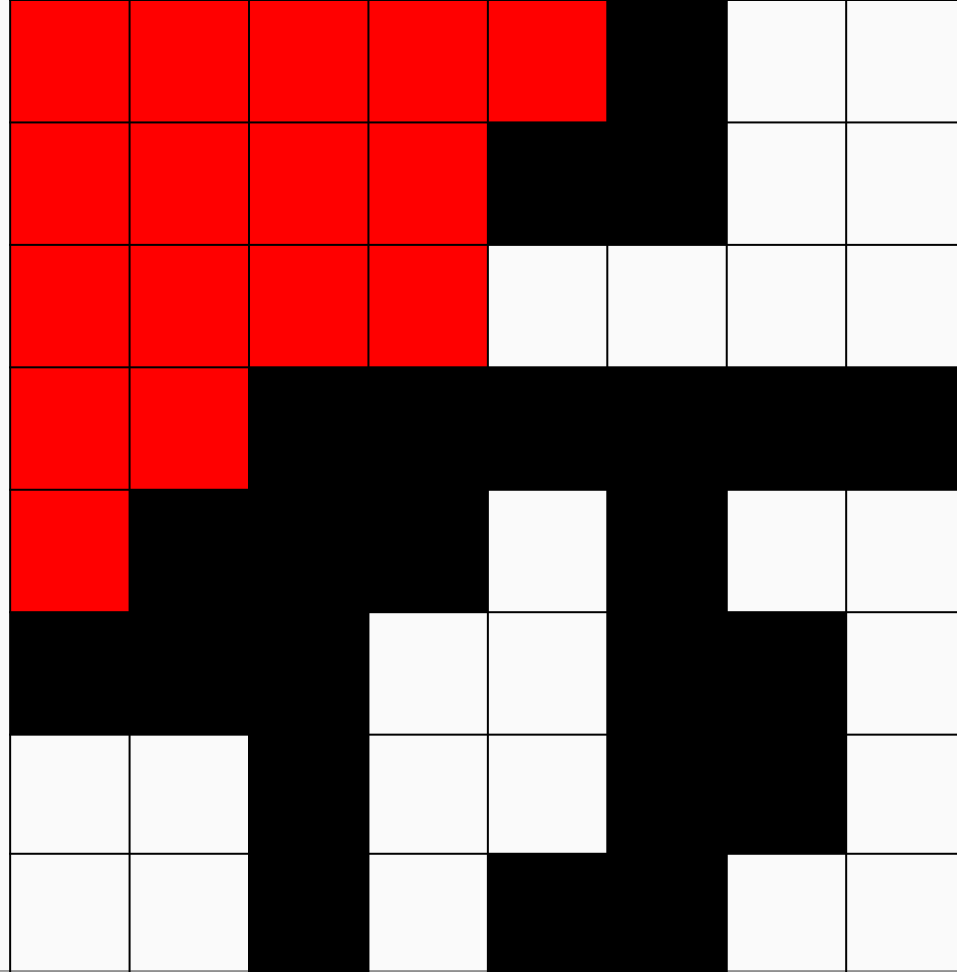


Flood fill example

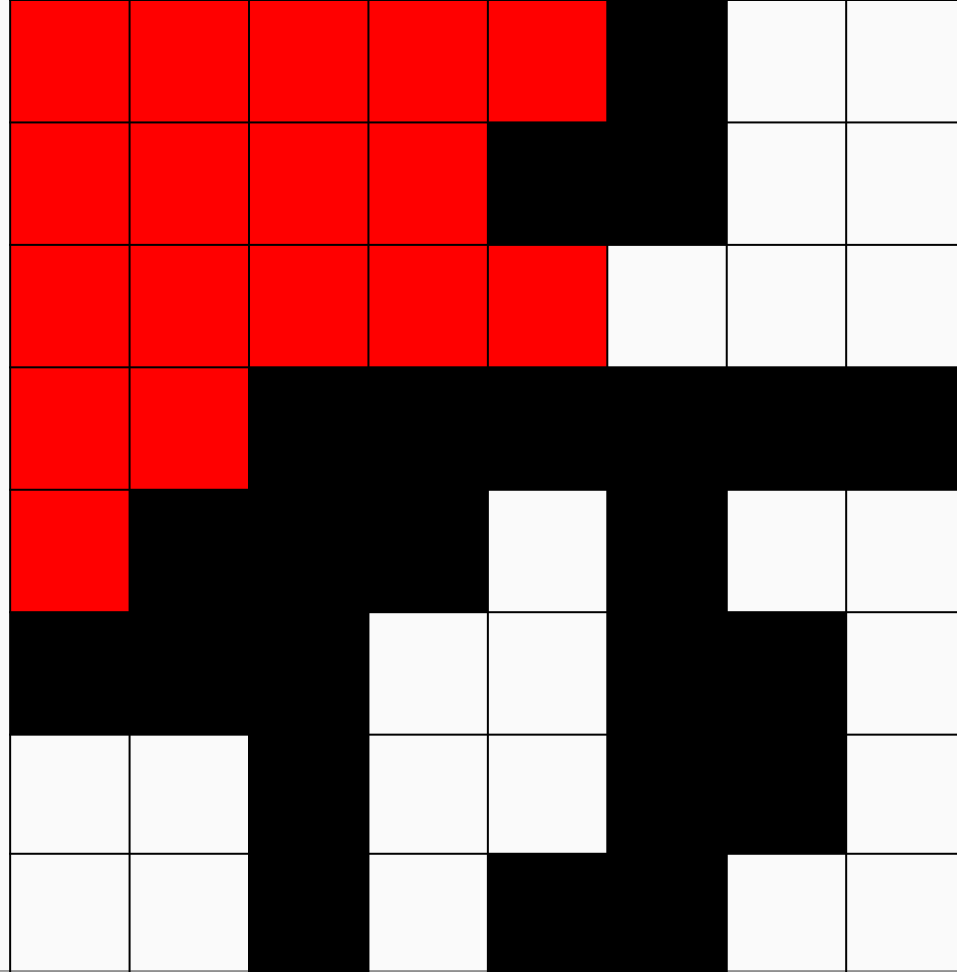




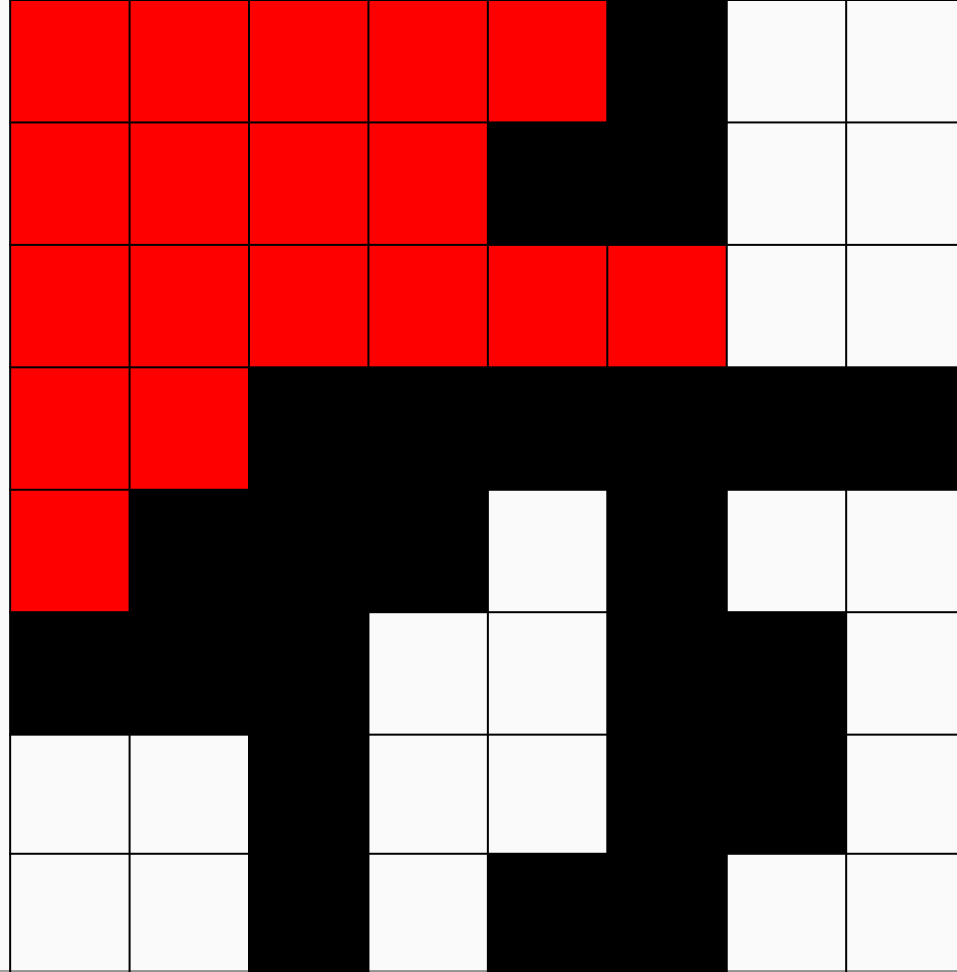
Flood fill example



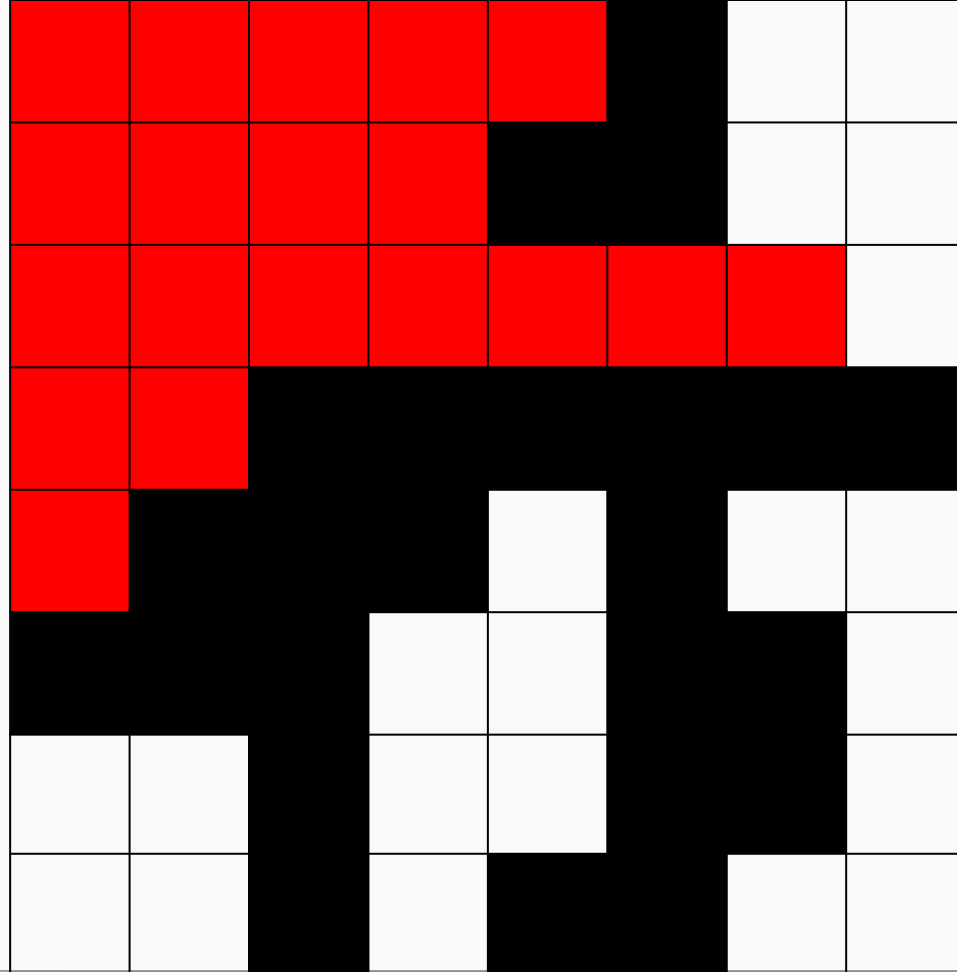
Flood fill example



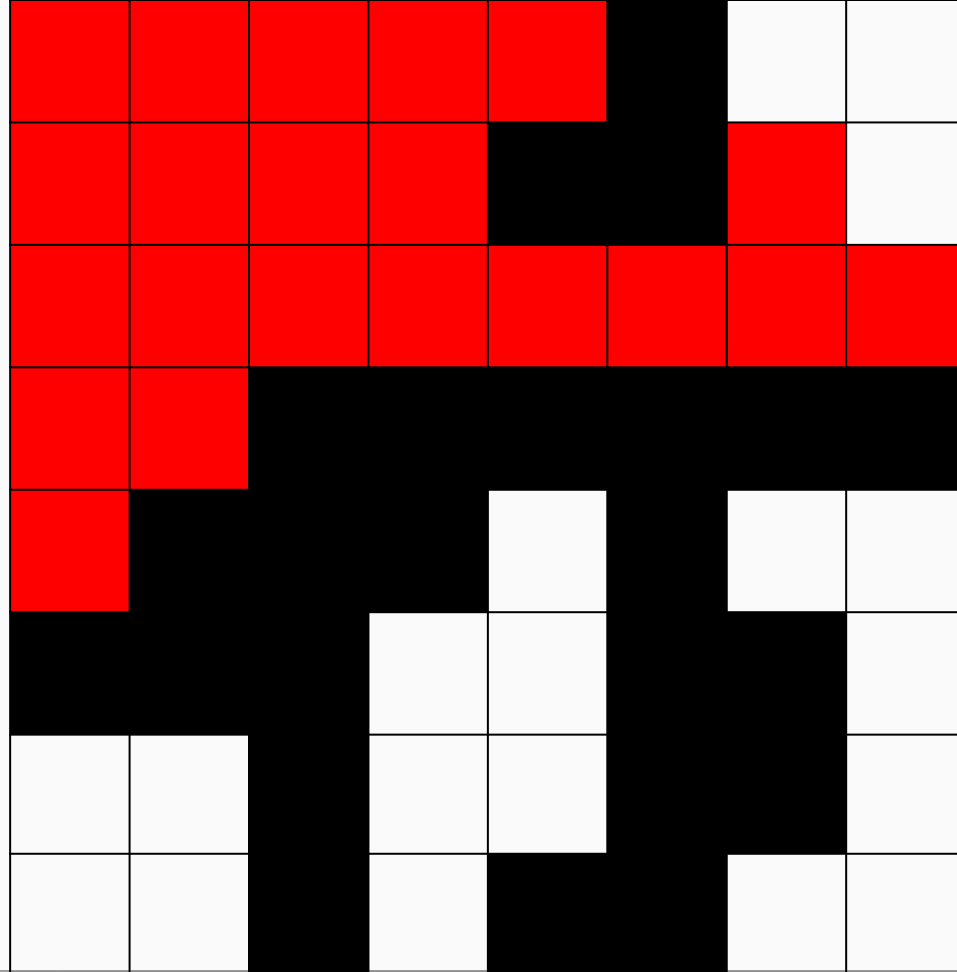
Flood fill example



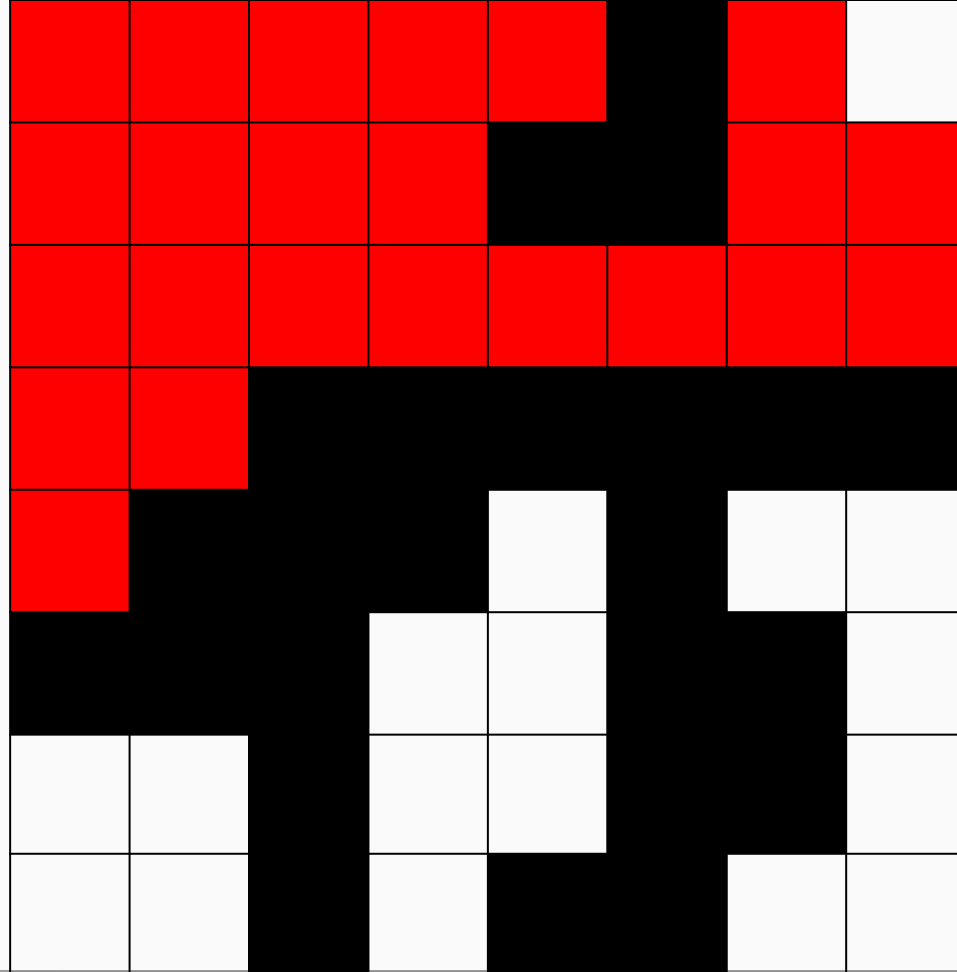
Flood fill example



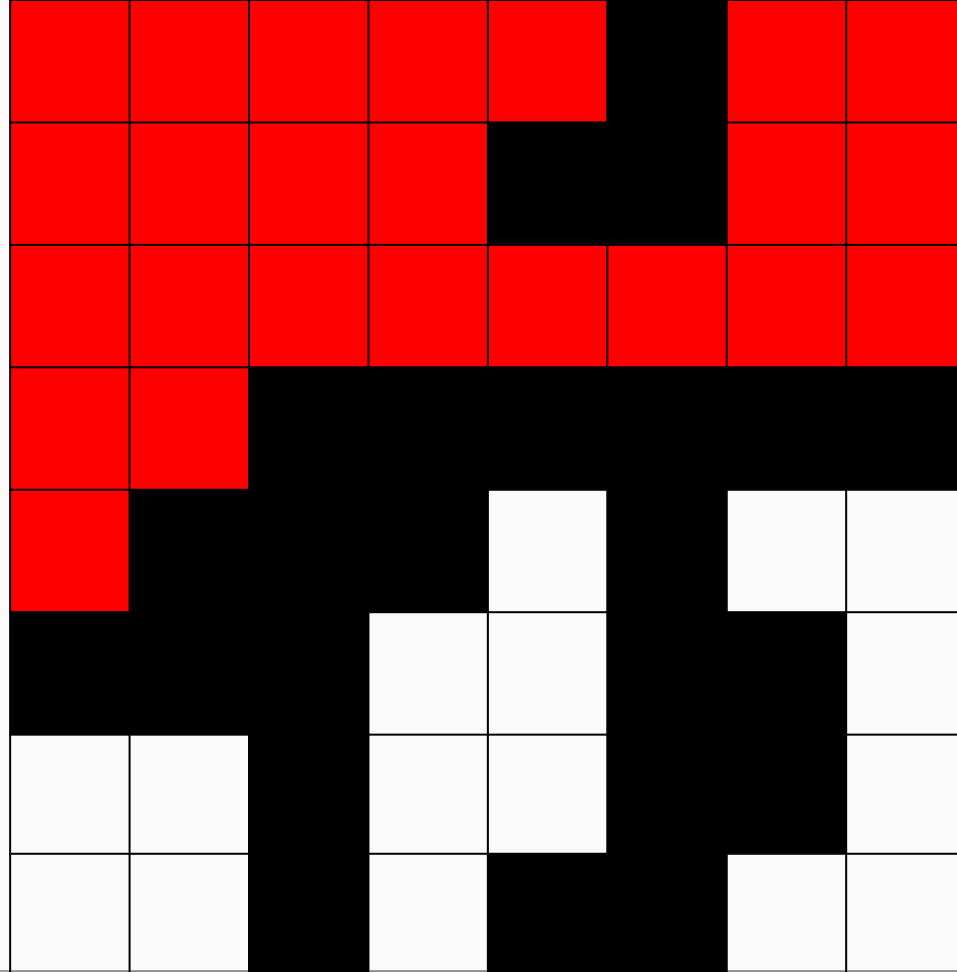
Flood fill example



Flood fill example



Flood fill example



Flood fill example



# Graphical Flood Fill

<https://spruett.me/blog/static/code/GraphicVirus.java.html>

# Problems

<https://pcs.spruett.me/problems?query=floodfill>