BOUNDARY FILL ALGORITHM

CODE:

#include<graphics.h>

#include<stdlib.h>

#include<stdio.h>

#include<conio.h>

#include<dos.h>

void main()

{

void boundary\_fill(int x,int y,int f,int b);

int gdriver = DETECT, gmode;

initgraph(&gdriver, &gmode, "C:\\TC\\BGI");

setcolor(getmaxcolor());

rectangle(100,100,300,300);

boundary\_fill(200,200,4,15);

getch();

closegraph();

}

void boundary\_fill(int x,int y,int f,int b)

{

if(getpixel(x,y)!=b && getpixel(x,y)!=f)

{

putpixel(x,y,f);

delay(10);

boundary\_fill(x+1,y,f,b);

boundary\_fill(x-1,y,f,b);

boundary\_fill(x,y+1,f,b);

boundary\_fill(x,y-1,f,b);

}}

OUTPUT:

