FLOOD FILL ALGORITHM

CODE:

#include<graphics.h>

#include<stdlib.h>

#include<stdio.h>

#include<conio.h>

#include<dos.h>

void main()

{

void flood\_fill(int x,int y,int old,int new\_c);

int gdriver = DETECT, gmode;

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

int x,y;

setcolor(getmaxcolor());

rectangle(100,100,150,150);

x=(100+150)/2;

y=(100+150)/2;

floodFill(x,y,0,4);

getch();

closegraph();

}

void flood\_fill(int x,int y,int old,int new\_c)

{

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

{

putpixel(x,y,new\_c);

delay(5);

flood\_fill(x+1,y,old,new\_c);

flood\_fill(x-1,y,old,new\_c);

flood\_fill(x,y+1,old,new\_c);

flood\_fill(x,y-1,old,new\_c);

}}

OUTPUT:

