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Roll no :- 53

```c
#include <stdio.h>

#include <graphics.h>

#include<dos.h>

void boundaryfill(int x,int y,int f_c,int b_c)

{
        if (getpixel(x,y)!=b_c && getpixel(x,y)!=f_c)

         {
                    putpixel(x,y,f_c);
boundaryfill(x+1,y,f_c,b_c);

boundaryfill(x,y+1,f_c,b_c);

boundaryfill(x-1,y,f_c,b_c);

boundaryfill(x,y-1,f_c,b_c);

         }

}

int main()

{
        int gm,gd=DETECT,radius,x,y;

printf("Enter x and y co-ordinates for cicle : ");

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

printf("Enter radius of the circle : ");

 scanf("%d",&radius);

initgraph(&gd,&gm," ");

circle(x,y,radius);

   rectangle(100,100,200,200);
```
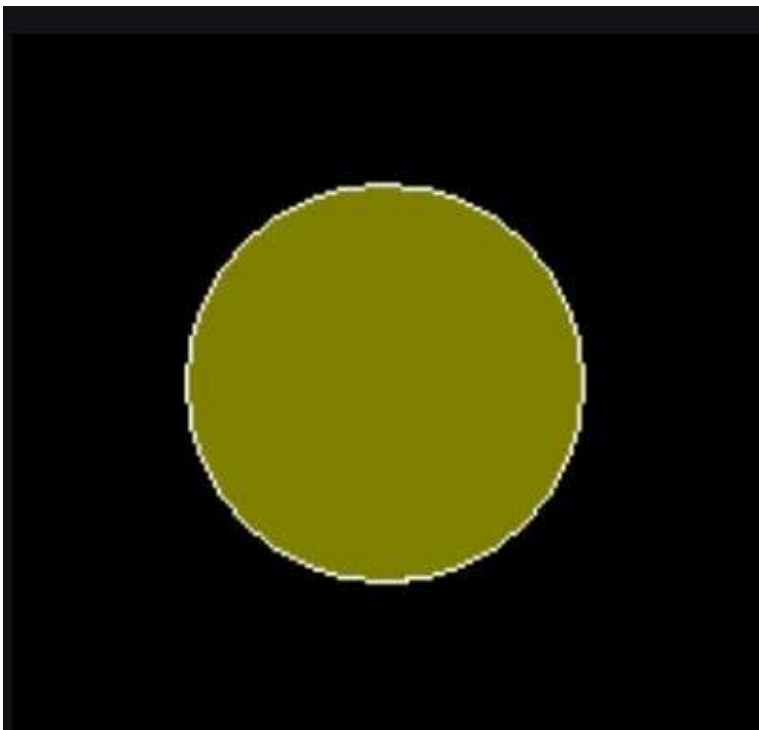
```c
printf("Enter the value of x and y : ");

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

boundaryfill(x,y,5,15);

delay(5000);

closegraph();

return 0;
```

```c
#include<stdio.h>
#include<graphics.h>
#include<dos.h>
void flood(int,int,int,int);
int main()
{
int gd,gm=DETECT;
detectgraph(&gd,&gm);
initgraph(&gd,&gm," ");
rectangle(50,50,100,100)
; flood(55,55,12,0);
closegraph(); return 0;
}
void flood(int x,int y, int fill_col, int old_col)
{
if(getpixel(x,y)==old_col)
{
delay(10); putpixel(x,y,fill_col);
flood(x+1,y,fill_col,old_col);
flood(x-1,y,fill_col,old_col);
flood(x,y+1,fill_col,old_col);
flood(x,y-1,fill_col,old_col);
flood(x + 1, y + 1, fill_col,
```

old_col); flood(x - 1, y - 1,

fill_col, old_col); flood(x + 1, y -

1, fill_col, old_col); flood(x - 1, y

+ 1, fill_col, old_col);

}

}