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**CODE:**

**#include <stdio.h>**

**#include <conio.h>**

**#include <graphics.h>**

**void flood\_fill(int, int, int, int);**

**void main() {**

**int gd = DETECT, gm; int x, y, r;**

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

**circle(75, 100, 30);**

**flood\_fill(75, 100, BLACK, RED);getch(); }**

**void flood\_fill(int x, int y, int ocolor, int ncolor) {**

**if (getpixel(x, y) == ocolor) { putpixel(x, y, ncolor);**

**flood\_fill(x + 1, y, ocolor, ncolor);**

**flood\_fill(x, y + 1, ocolor, ncolor);**

**flood\_fill(x - 1, y, ocolor, ncolor);**

**flood\_fill(x, y - 1, ocolor, ncolor); }}**

**OUTPUT:**

