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# **Roll No: 210451**

Practical No: 6

**CODE:**

#include<stdio.h>

#include<dos.h>

#include<conio.h>

#include<graphics.h>

void bound(int x,int y,int ncolor,int dcolor);

void main(){

int gd=DETECT,gm;

initgraph(&gd,&gm,"C:\\TurboC3\\BGI") ;

printf("Abdur Rahman - 210451");

rectangle(20,20,100,100);

bound(55,55,5,0);

getch();}

void bound(int x,int y,int ncolor,int dcolor){

if(getpixel(x,y)!=ncolor && getpixel(x,y)!=WHITE){

delay(1);

putpixel(x,y,ncolor);

bound(x,y,ncolor,dcolor);

bound(x+1,y,ncolor,dcolor);

bound(x-1,y,ncolor,dcolor);

bound(x,y+1,ncolor,dcolor);

bound(x,y-1,ncolor,dcolor);

bound(x-1,y-1,ncolor,dcolor);

bound(x+1,y-1,ncolor,dcolor);

bound(x-1,y+1,ncolor,dcolor);

bound(x+1,y+1,ncolor,dcolor);}}

**OUTPUT:**

