**Computer Graphics (CO313) : B2-G3 LAB**

**2K18/CO/ 276 Rahul Punia**

**EXP 4 :** WAP to implement Flood Fill Algorithm.

#include<stdio.h>

#include<graphics.h>

#include<conio.h>

void floodFillAlgorithm(int x, int y, int f, int old)

{

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

{

putpixel(x, y, f);

floodFillAlgorithm(x + 1, y, f, old);

floodFillAlgorithm(x - 1, y, f, old);

floodFillAlgorithm(x, y + 1, f, old);

floodFillAlgorithm(x, y - 1, f, old);

}

}

int main( )

{

int x, y, r;

int gd = DETECT, gm;

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

printf("Enter the Center of the Circle : ");

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

printf("Enter the Radius of the Circle : ");

scanf("%d", &r);

circle(x, y, r);

floodFillAlgorithm(x, y, 10, BLACK);

getch();

closegraph();

return 0;

}

**Output:**

****