

```

#include <stdio.h>

#include <graphics.h>

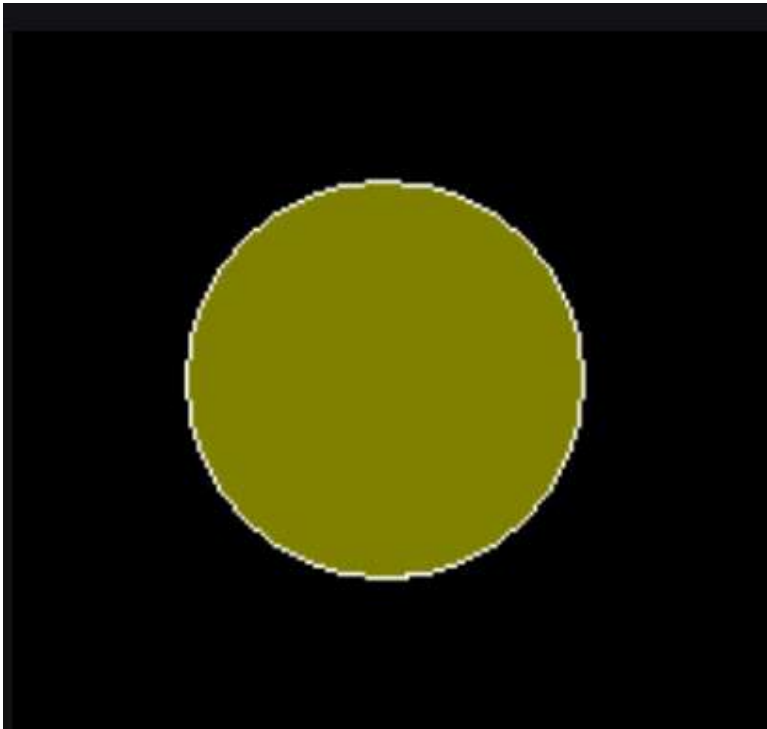
#include<dos.h>

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 circle : ");
    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);
    printf("Enter the value of x and y : ");
    scanf("%d %d",&x,&y);
    boundaryfill(x,y,5,15);
    delay(5000);
    closegraph();
    return 0;
}

```



```

#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);

}

}

```

