```cpp
#include<iostream>
#include<graphics.h>
using namespace std;
void boundry_fill(int x,int y,int b_col,int fill_col);
int main()
{
int gd=DETECT,gm;
initgraph(&gd,&gm,NULL);
int x1,y1,x2,y2;
cout<<"\nEnter the Top left co-ordinates of rectangle: ";
cin>>x1>>y1;
cout<<"\nEnter the Lower right corner of rectangle: ";
cin>>x2>>y2;
rectangle(x1,y1,x2,y2);
boundry_fill(x1+1,y1+1,15,4);
delay(50000);
closegraph();
return 0;
}
void boundry_fill(int x,int y,int b_col,int fill_col)
{
int current=getpixel(x,y);
if(current!=b_col && current!=fill_col)
{
putpixel(x,y,fill_col);
delay(5);
boundry_fill(x+1,y,b_col,fill_col);
boundry_fill(x-1,y,b_col,fill_col);
boundry_fill(x,y+1,b_col,fill_col);
boundry_fill(x,y-1,b_col,fill_col);
}
}
```
Enter the Top left co-ordinates of rectangle: [xcb] Unknown sequence
number while processing queue
[xcb] Most likely this is a multi-threaded client and XInitThreads has
not been called
[xcb] Aborting, sorry about that.
a.out: ../../src/xcb_io.c:259: poll_for_event: Assertion `!
xcb_xlib_threads_sequence_lost' failed.
100
50

Enter the Lower right corner of rectangle: 300
200