Any decent paint program supports flood filling: You click on part of your drawing, and it automatically determines the area to be filled.

The principle is the same as uncovering cells in MineSweeper:

An image is a (huge) matrix (two-dimensional array) of color values (integers for red, green, and blue).

Flood filling colors the clicked pixel, and recursively all neighboring pixels that have the same (old) color.

We consider as neighbors only four adjacent pixels (not diagonally adjacent pixels).