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Roll no :- 60

```
#include <stdio.h>

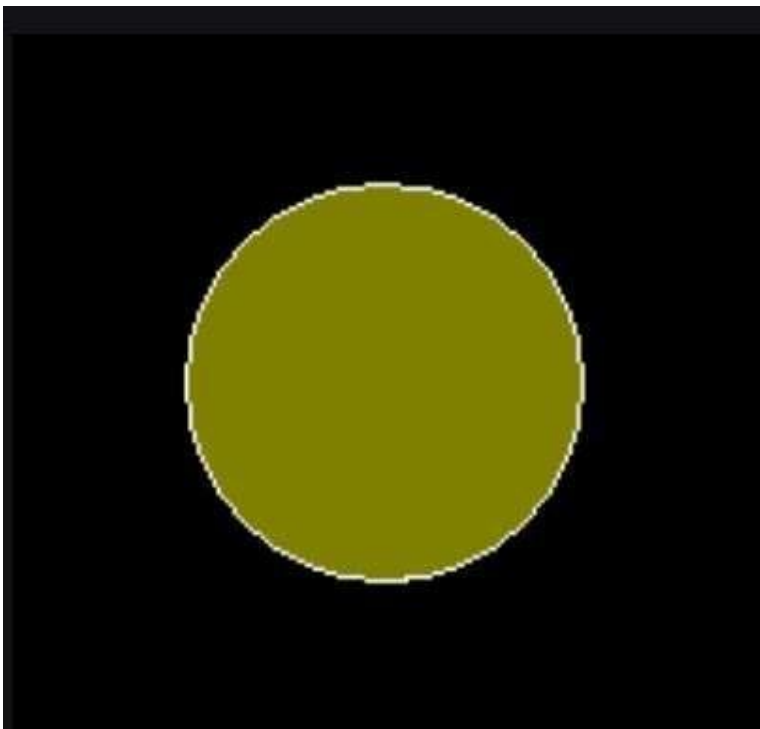
#include <graphics.h>

#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);  
}  
}
```

