3.WRITE A ROGRAM TO IMPLEMENT BOUNDARY-FILL ALGORITHM

#include<stdio.h>

#include<graphics.h>

void boundary\_fill(int x,int y,int boundary\_color,int fill\_color);

int main()

{

int gd,gm,x,y,x1,x2,y1,y2;

detectgraph(&gd,&gm);

initgraph(&gd,&gm,"C://TurboC3//BGI");

printf("Enter top-left point of rectangle: ");

scanf("%d%d",&x1,&y1);

printf("Enter bottom-right point of rectangle: ");

scanf("%d%d",&x2,&y2);

cleardevice();

setcolor(WHITE);

rectangle(x1,y1,x2,y2);

boundary\_fill(x1+1,y1+1,15,4);

getch();

closegraph();

return 0;

}

void boundary\_fill(int x,int y,int boundary\_color,int fill\_color)

{

int current;

current=getpixel(x,y);

if(current!=boundary\_color && current!=fill\_color)

{

putpixel(x,y,fill\_color);

delay(10);

boundary\_fill(x+1,y,boundary\_color,fill\_color);

boundary\_fill(x,y+1,boundary\_color,fill\_color);

boundary\_fill(x-1,y,boundary\_color,fill\_color);

boundary\_fill(x,y-1,boundary\_color,fill\_color);

}

}

