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COURSE- BCA
ROLL NO- 2092027
SUBJECT- Computer graphics lab

PRACTICLE-13

OBJECTIVE- To perform flood fill algorithm

SYNTAX :-

```
#include <graphics.h>
#include <stdio.h>

void flood(int x, int y, int new_col, int old_col)
{
    if (getpixel(x, y) == old_col) {
        putpixel(x, y, new_col);

        flood(x + 1, y, new_col, old_col);

        flood(x - 1, y, new_col, old_col);

        flood(x, y + 1, new_col, old_col);

        flood(x, y - 1, new_col, old_col);
    }
}

int main()
{
    int gd, gm = DETECT;

    // initialize graph
    initgraph(&gd, &gm, "");

    // rectangle coordinate
    int top, left, bottom, right;
```

```
top = left = 50;

bottom = right = 300;

rectangle(left, top, right, bottom);

int x = 51;
int y = 51;

int newcolor = 12;

int oldcolor = 0;

flood(x, y, newcolor, oldcolor);
getch();

return 0;
}
```

OUTPUT:

