#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void boundaryFill(int,int,int,int);

void main()

{

int gdriver=DETECT,gmode;

initgraph(&gdriver,&gmode,"c:\\turboc3\\bgi");

line(100,100,100,150);

line(100,150,150,150);

line(150,150,150,100);

line(150,100,100,100);

boundaryFill(125,125,2,15);

getch();

closegraph();

}

void boundaryFill(int x,int y,int fillcolor,int bordercolor)

{

int interiorcolor;

interiorcolor=getpixel(x,y);

if((interiorcolor!=bordercolor)&&(interiorcolor!=fillcolor))

{

putpixel(x,y,fillcolor);

delay(20);

boundaryFill(x+1,y,fillcolor,bordercolor);

boundaryFill(x+1,y+1,fillcolor,bordercolor);

boundaryFill(x-1,y,fillcolor,bordercolor);

boundaryFill(x+1,y-1,fillcolor,bordercolor);

boundaryFill(x,y+1,fillcolor,bordercolor);

boundaryFill(x-1,y+1,fillcolor,bordercolor);

boundaryFill(x,y-1,fillcolor,bordercolor);

boundaryFill(x-1,y-1,fillcolor,bordercolor);

}

}

