#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void floodFill(int,int,int,int);

void main()

{

int gdriver=DETECT,gmode;

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

setcolor(2);

line(100,100,100,150);

setcolor(1);

line(100,150,150,150);

setcolor(4);

line(150,150,150,100);

setcolor(5);

line(150,100,100,100);

floodFill(125,125,RED,BLACK);

getch();

closegraph();

}

void floodFill(int x,int y,int fillcolor,int interiorcolor)

{

int color;

color=getpixel(x,y);

if(color==interiorcolor)

{

putpixel(x,y,fillcolor);

delay(20);

floodFill(x+1,y,fillcolor,interiorcolor);

floodFill(x-1,y,fillcolor,interiorcolor);

floodFill(x,y+1,fillcolor,interiorcolor);

floodFill(x,y-1,fillcolor,interiorcolor);

}

}

