Flood Fill Algorithm

1. #include <stdio.h>
2. #include <conio.h>
3. #include <graphics.h>
4. // Function to implement Flood Fill Algorithm
5. void flood\_fill(int x, int y, int new\_color, int old\_color) 6. {
6. if (getpixel(x, y) == old\_color)
   1. {
   2. putpixel(x, y, new\_color); // Fill the pixel
   3. flood\_fill(x + 1, y, new\_color, old\_color); // East
   4. flood\_fill(x - 1, y, new\_color, old\_color); // West
   5. flood\_fill(x, y + 1, new\_color, old\_color); // South
   6. flood\_fill(x, y - 1, new\_color, old\_color); // North
   7. delay(50);

8. }

9. }

10. int main()

11. {

12. int gd = DETECT, gm;

13. int x = 250, y = 200, radius = 10;

1. int new\_color=RED, old\_color=0;
2. initgraph(&gd, &gm, "C:\\Turboc3\\BGI"); // Initialize graphics mode
3. circle(x, y, radius); 17. delay(1000);
4. // Call boundary fill algorithm
5. flood\_fill(x, y, new\_color, old\_color);
6. getch(); // Wait for a key press
7. closegraph(); // Close the graphics mode
8. return 0;

23. }