1. // Boundary Fill algorithm implemented in C.

```
2. #include <stdio.h>
3. #include <conio.h>
4. #include <graphics.h>

5. // Function to implement Boundary Fill Algorithm
6. void boundary_fill(int x, int y, int fill_color, int
   boundary_color) {
7. if (getpixel(x, y) != boundary_color && getpixel(x, y) !=
   fill_color) {
      a. putpixel(x, y, fill_color); // Fill the pixel
      b. boundary_fill(x + 1, y, fill_color, boundary_color); // East
      c. boundary_fill(x - 1, y, fill_color, boundary_color); // West
      d. boundary_fill(x, y + 1, fill_color, boundary_color); // South
      e. boundary_fill(x, y - 1, fill_color, boundary_color); // North
      f. delay(500);
8. }
9. }

10.      int main() {
11.      int gd = DETECT, gm;
12.      //int x, y;
13.      int x = 250, y = 200, radius = 10;

14.      initgraph(&gd, &gm, "C:\\Turboc3\\BGI"); // Initialize
   graphics mode


15.      setcolor(WHITE) ;
16.      circle(x, y, radius);

17.      // Call boundary fill algorithm
18.      boundary_fill(x, y, YELLOW, WHITE); // Fill with YELLOW,
   bounded by WHITE
19.      getch(); // Wait for a key press

20.      closegraph(); // Close the graphics mode
21.      return 0;
22.      }
```