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**EXPERIMENT NO. 5A**

**CODE:**

#include<conio.h>

#include<stdio.h>

#include<graphics.h>

void boundary\_fill(int x,int y,int c1,int c2)

{

int p;

p = getpixel(x,y);

if(p !=c2 && p!=c1)

{

putpixel(x,y,c1);

boundary\_fill(x+1,y,c1,c2);

boundary\_fill(x-1,y,c1,c2);

boundary\_fill(x,y+1,c1,c2);

boundary\_fill(x,y-1,c1,c2);

}

}

void main()

{

int gd=DETECT,gm;

initgraph(&gd,&gm," ");

line(100,100,100,150);

line(150,100,150,150);

line(100,100,150,100);

line(100,150,150,150);

boundary\_fill(120,120,8,15);

getch();

closegraph();

}

**OUTPUT:**

