
```
void boundaryFill4(int x, int y, int fill_color,int boundary_color)
{
    if(getpixel(x, y) != boundary_color &&
        getpixel(x, y) != fill_color)
    {
        putpixel(x, y, fill_color);
        boundaryFill4(x + 1, y, fill_color, boundary_color);
        boundaryFill4(x, y + 1, fill_color, boundary_color);
        boundaryFill4(x - 1, y, fill_color, boundary_color);
        boundaryFill4(x, y - 1, fill_color, boundary_color);
    }
}
```