

Practical No : 5

// Flood Fill 8 Connected

```
#include<stdio.h>
```

```
#include<conio.h>
```

```
#include<graphics.h>
```

```
#include<dos.h>
```

```
void fillcolor(int,int,int,int);
```

```
void main()
```

```
{ int gd,gm;
```

```
detectgraph(&gd,&gm);
```

```
initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");
```

```
rectangle(50,50,100,100);
```

```
fillcolor(55,55,0,11);
```

```
outtextxy(110,55,"Arayn Pawar");
```

```
getch();
```

```
closegraph();
```

```
}
```

```
void fillcolor(int x,int y,int old_color,int new_color)
```

```
{
```

```
if(getpixel(x,y)==old_color)
```

```
{
```

```
delay(5);
```

```
putpixel(x,y,new_color);
```

```
fillcolor(x+1,y,old_color,new_color);
```

```
fillcolor(x-1,y,old_color,new_color);
```

```
fillcolor(x,y+1,old_color,new_color);  
fillcolor(x,y-1,old_color,new_color);  
fillcolor(x+1,y+1,old_color,new_color);  
fillcolor(x+1,y-1,old_color,new_color);  
fillcolor(x-1,y-1,old_color,new_color);  
fillcolor(x-1,y+1,old_color,new_color);  
}  
}
```

Output :

