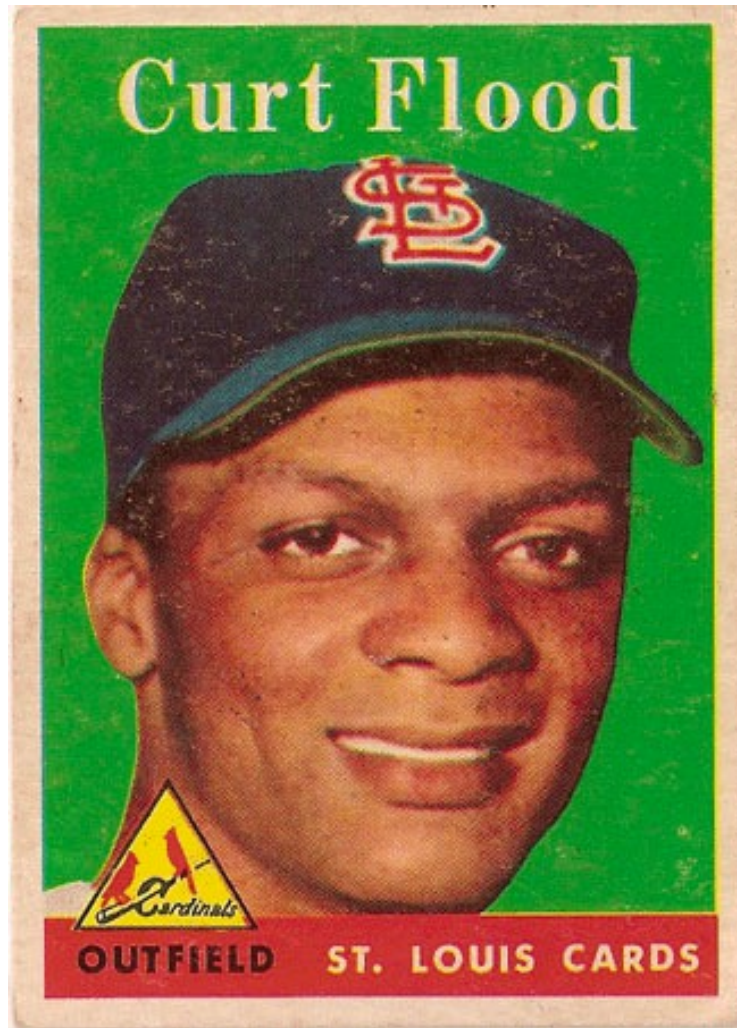


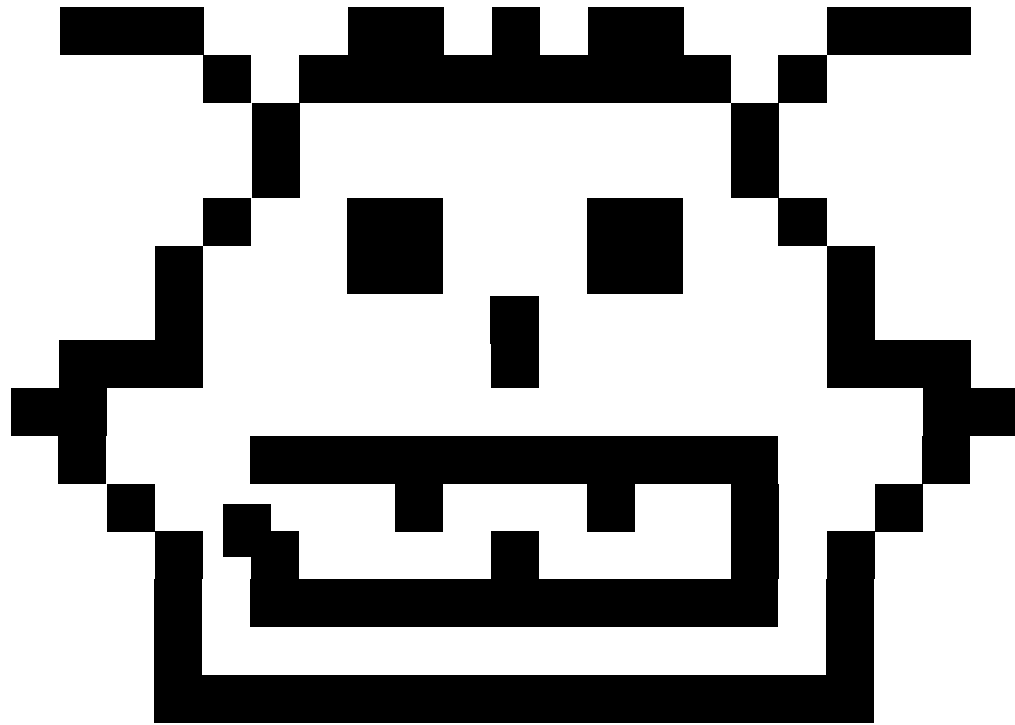
Flooding



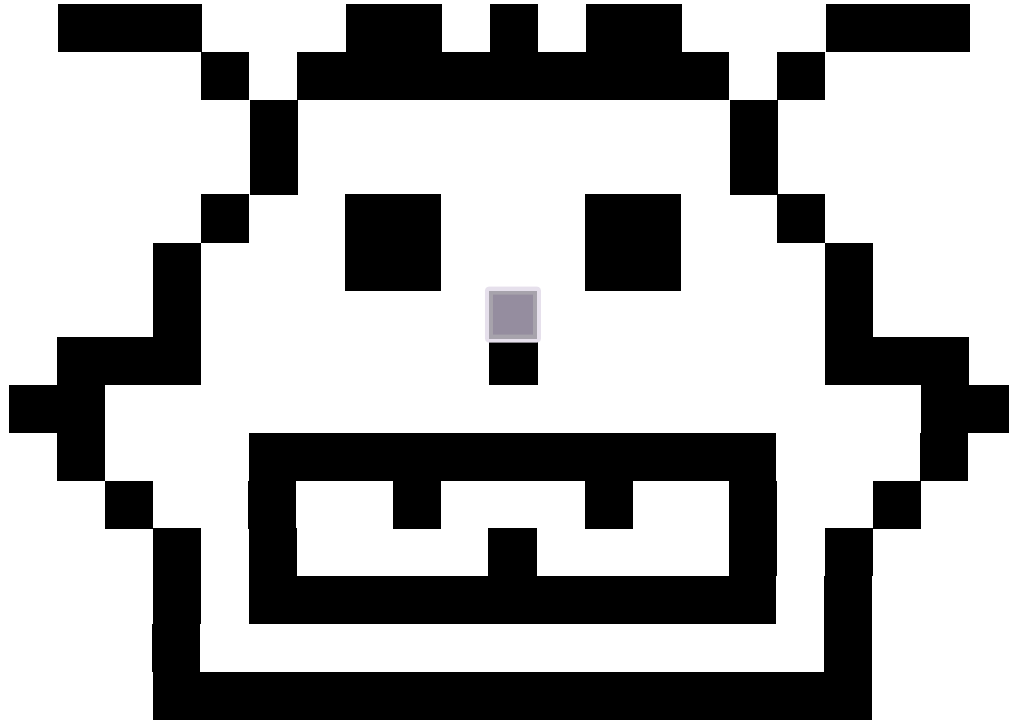
Flooding

- If the spot on the page is not empty
 - return
- Color the spot using c
- Create a to-do list with spot as its element
- While the to-do list is not empty
 - Pop an element from the to-do list and assign it to v
 - If v 's left is empty, paint it and add to to-do list
 - If v 's right is empty, paint it and add to to-do list
 - If v 's above is empty, paint it and add to to-do list
 - If v 's below is empty, paint it and add to to-do list

Example

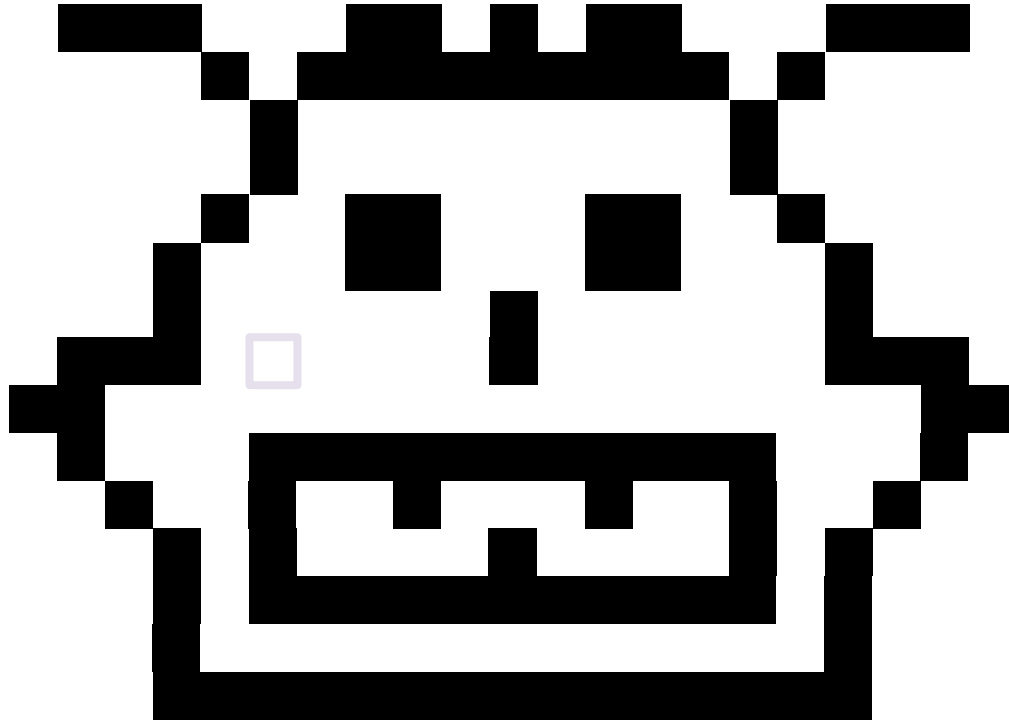


Suppose spot is (6, 12)



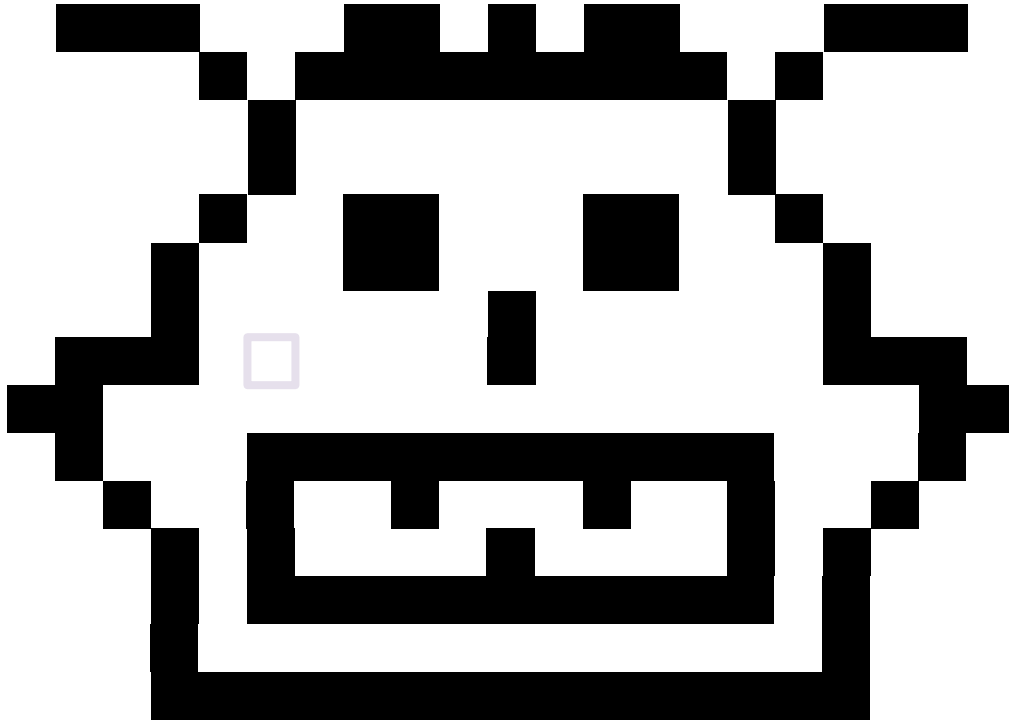
spot on drawing is not empty, so no flooding to perform

Suppose spot is (7, 7)

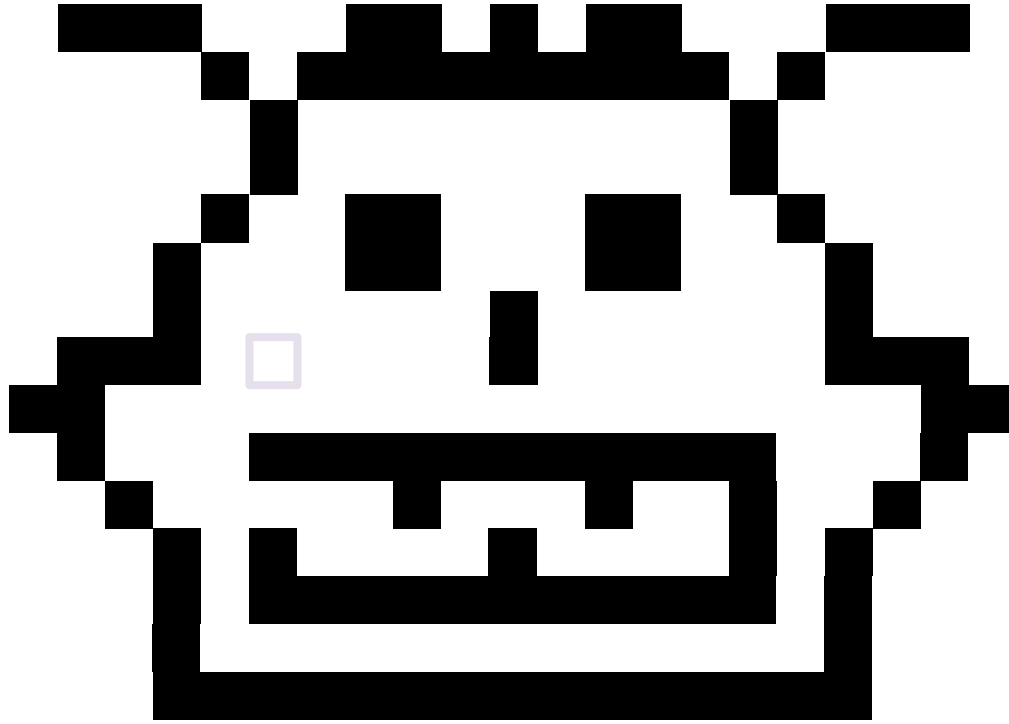


spot on drawing is empty, so there is flooding to perform

Flood drawing starting at spot (7, 7) using **c**



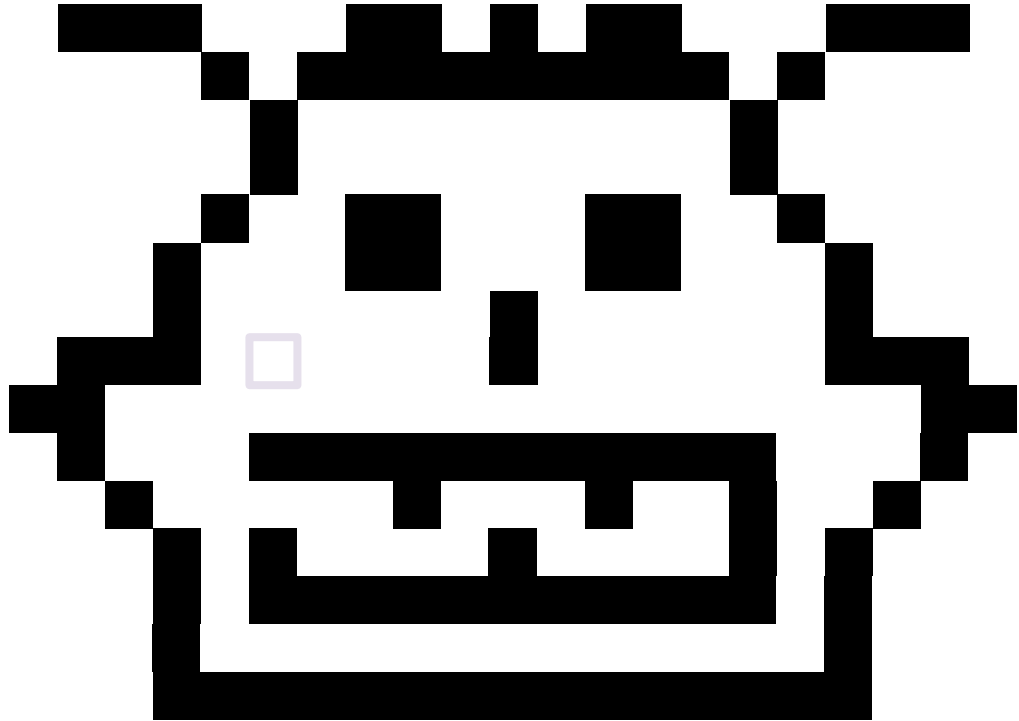
Flood drawing starting at spot (7, 7) using c




spot (7,7)




Flood drawing starting at spot (7, 7) using **c**



spot (7,7)
c 

Paint spot



spot (7,7)
c 

Create to-do list



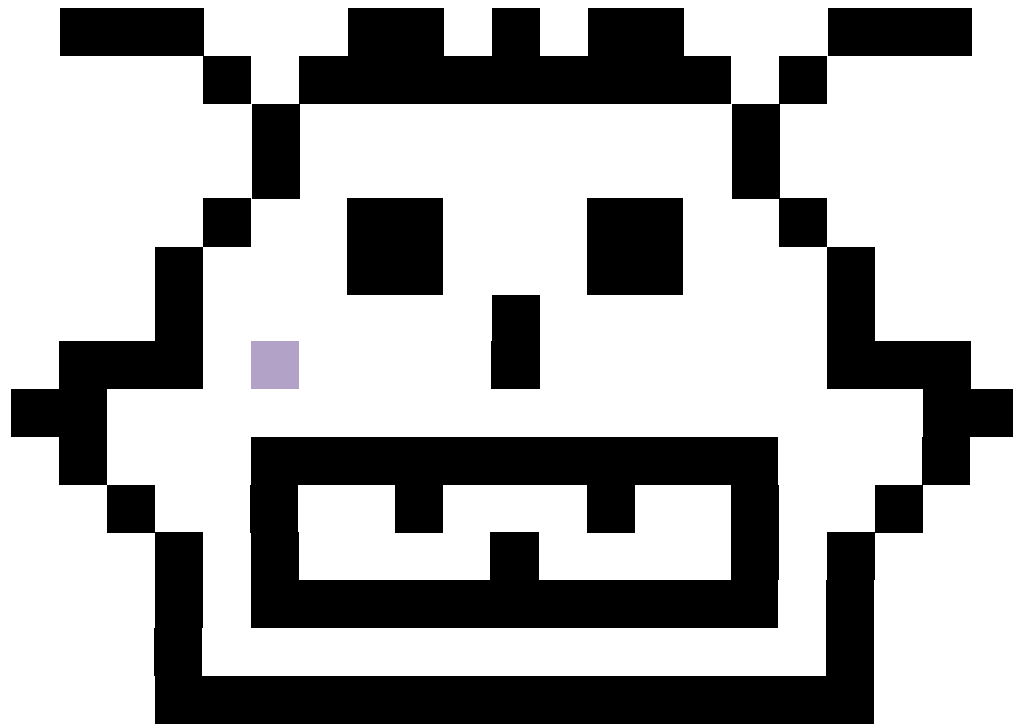
spot (7,7)

c 

to-do list

.

Add spot to to-do list



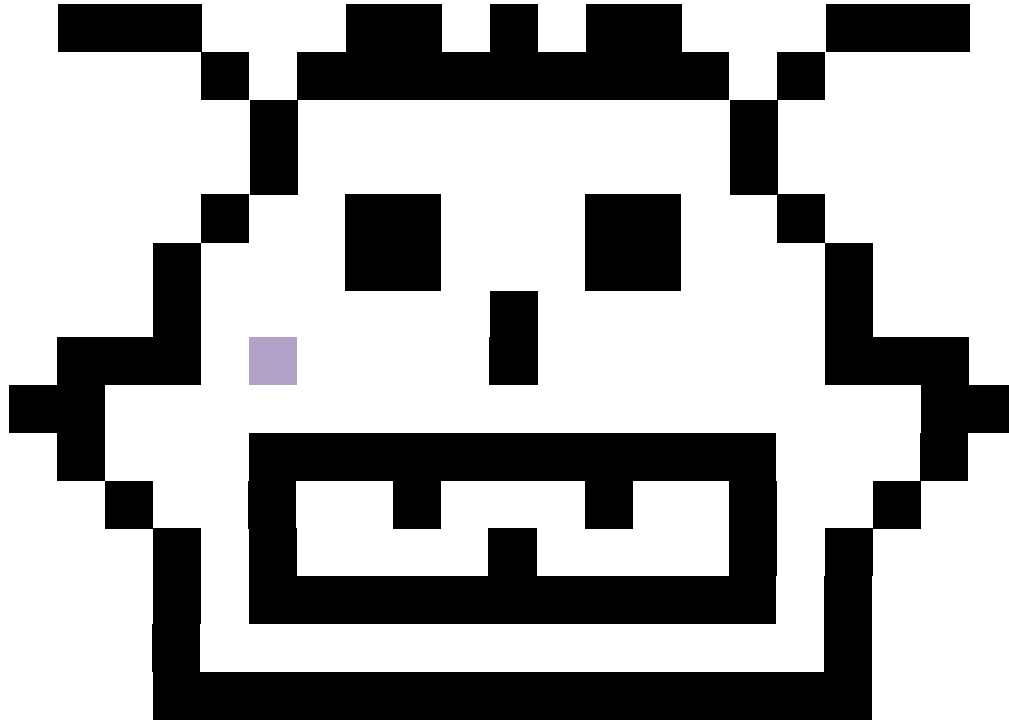
spot (7,7)

c 

to-do list

- (7,7)

Loop while to-do list is not empty



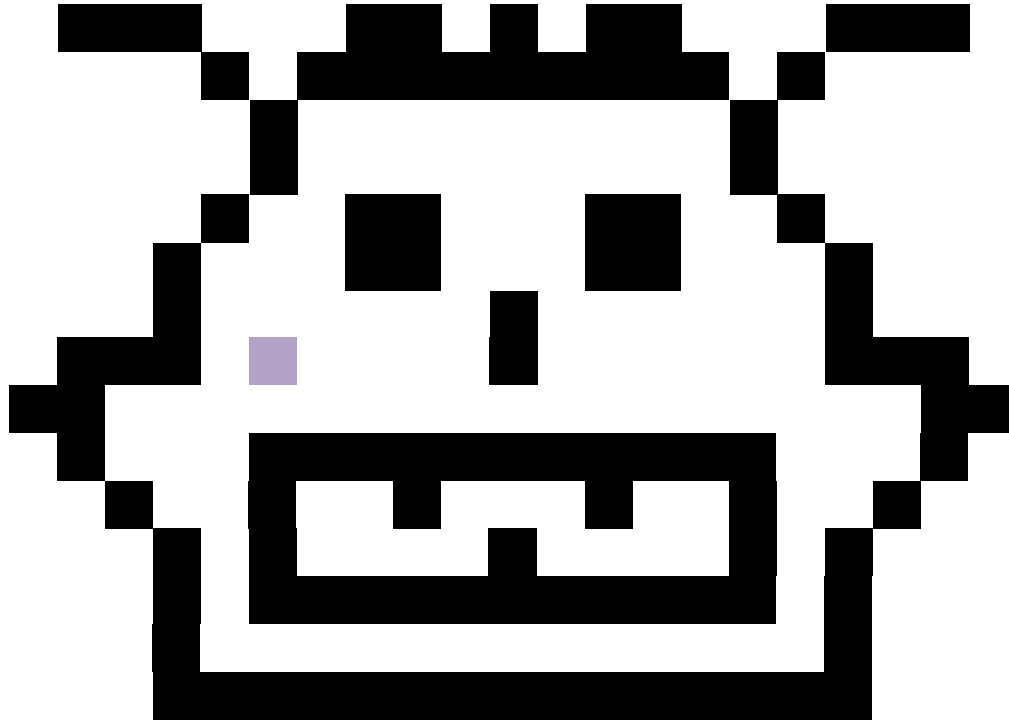
spot (7,7)



to-do list

- (7,7)

Loop while to-do list is not empty



spot (7,7)

c 

to-do list

• (7,7)

Pop an element from the to-do list and assign it to v

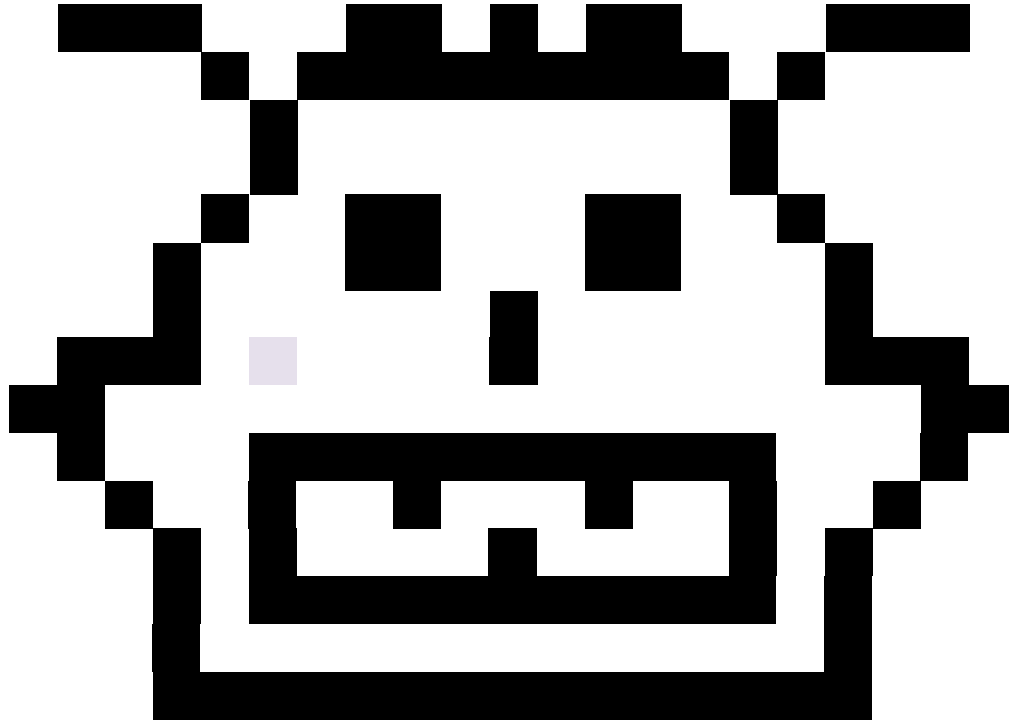
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty

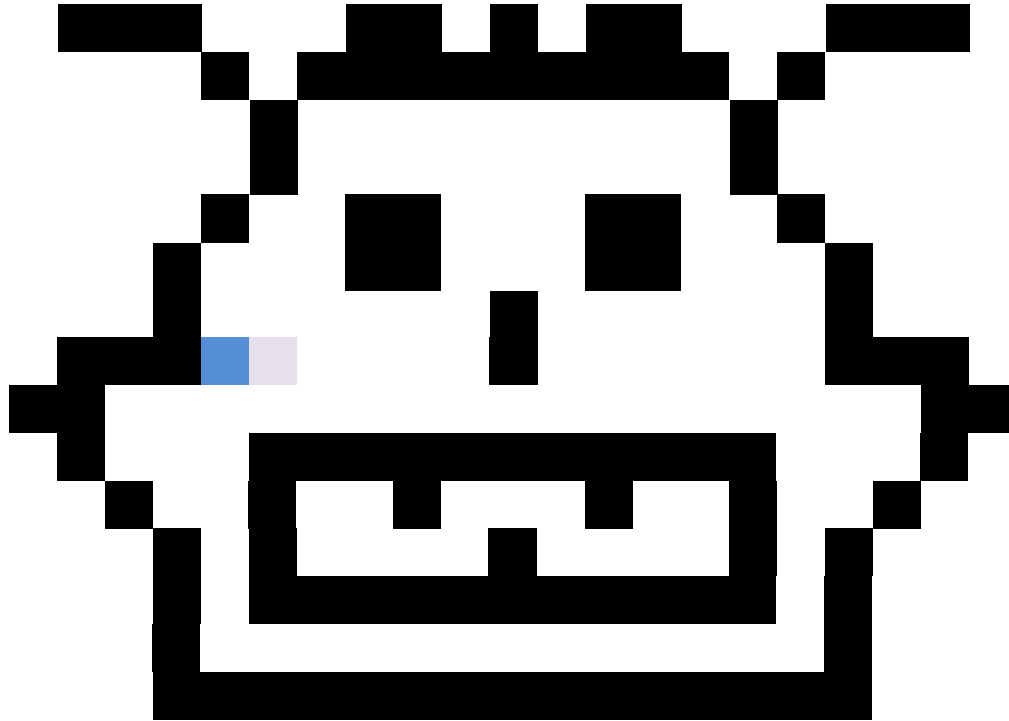



spot (7,7)
c ■
v (7,7)
to-do list
•

Pop an element from the to-do list and assign it to v

If v's left is empty, paint it and add to to-do list
If v's right is empty, paint it and add to to-do list
If v's above is empty, paint it and add to to-do list
If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)
c 
v (7,7)
to-do list
•

Pop an element from the to-do list and assign it to v

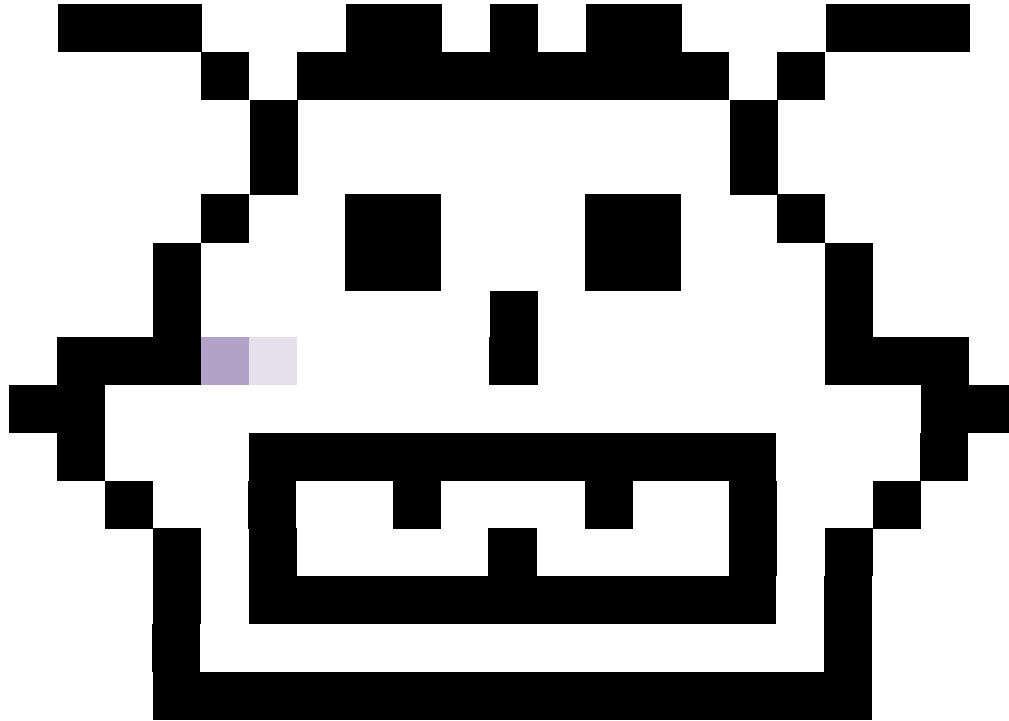
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (7,7)

to-do list

- (6,7)

Pop an element from the to-do list and assign it to v

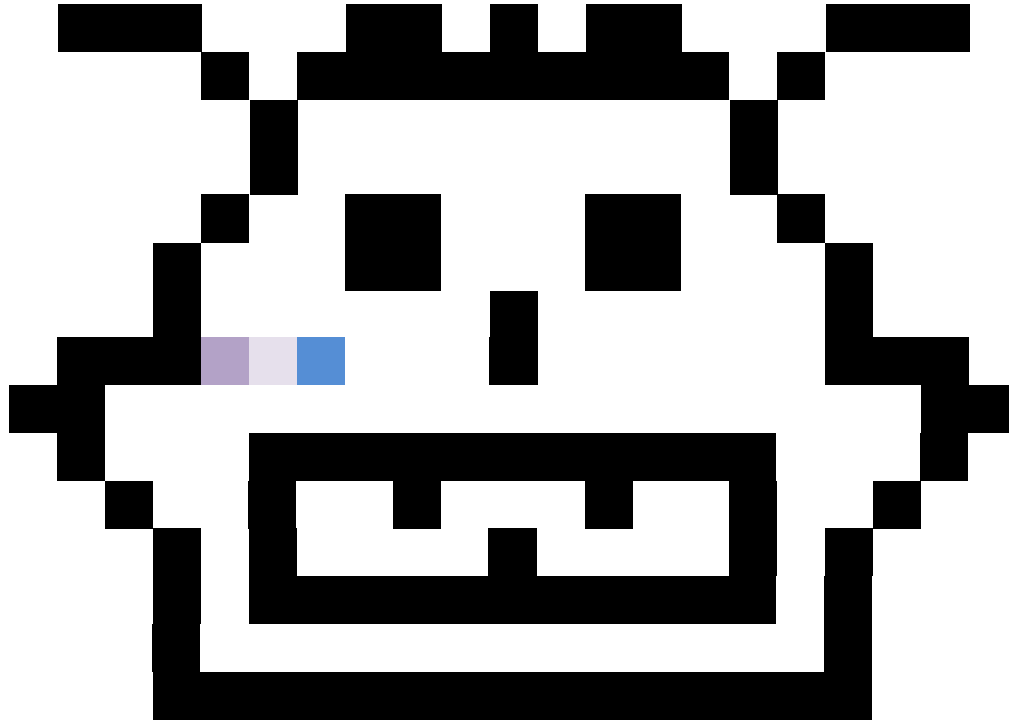
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (7,7)

to-do list

- (6,7)

Pop an element from the to-do list and assign it to v

If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (7,7)

to-do list

- (6,7)

- (8,7)

Pop an element from the to-do list and assign it to v

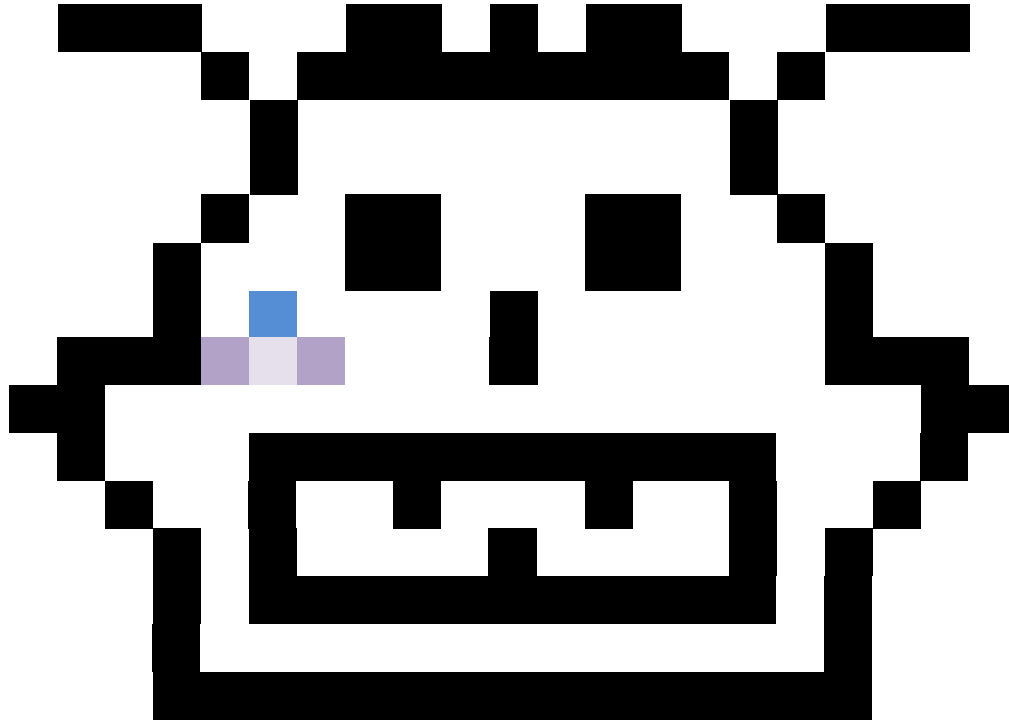
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (7,7)

to-do list

- (6,7)

- (8,7)

Pop an element from the to-do list and assign it to v

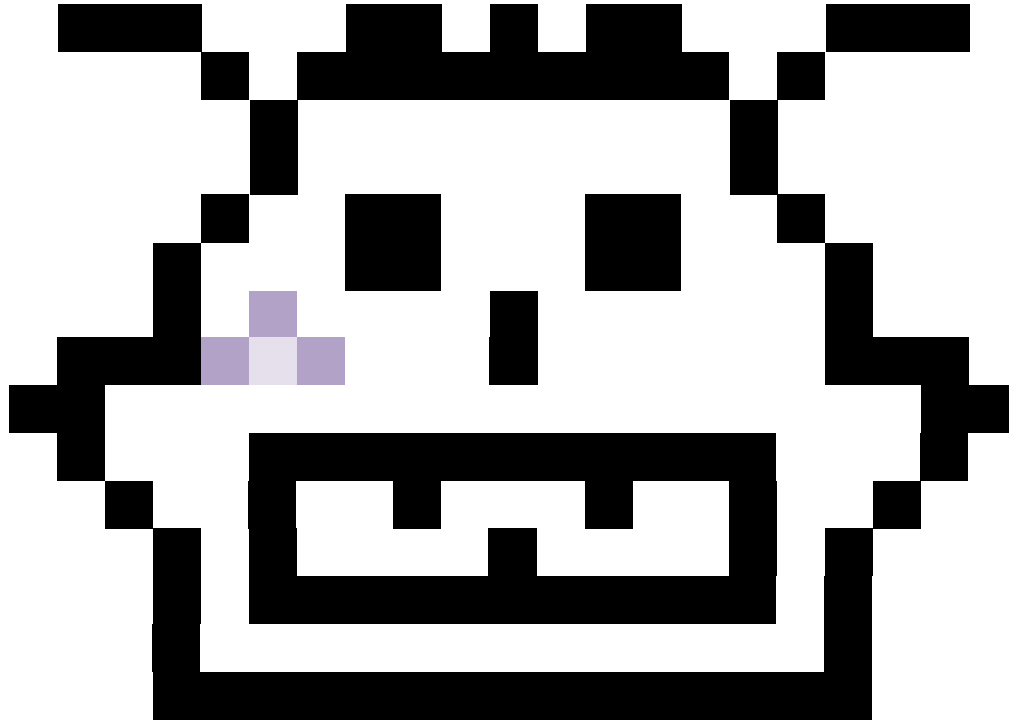
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (7,7)

to-do list

- (6,7)
- (8,7)
- (7,6)

Pop an element from the to-do list and assign it to v

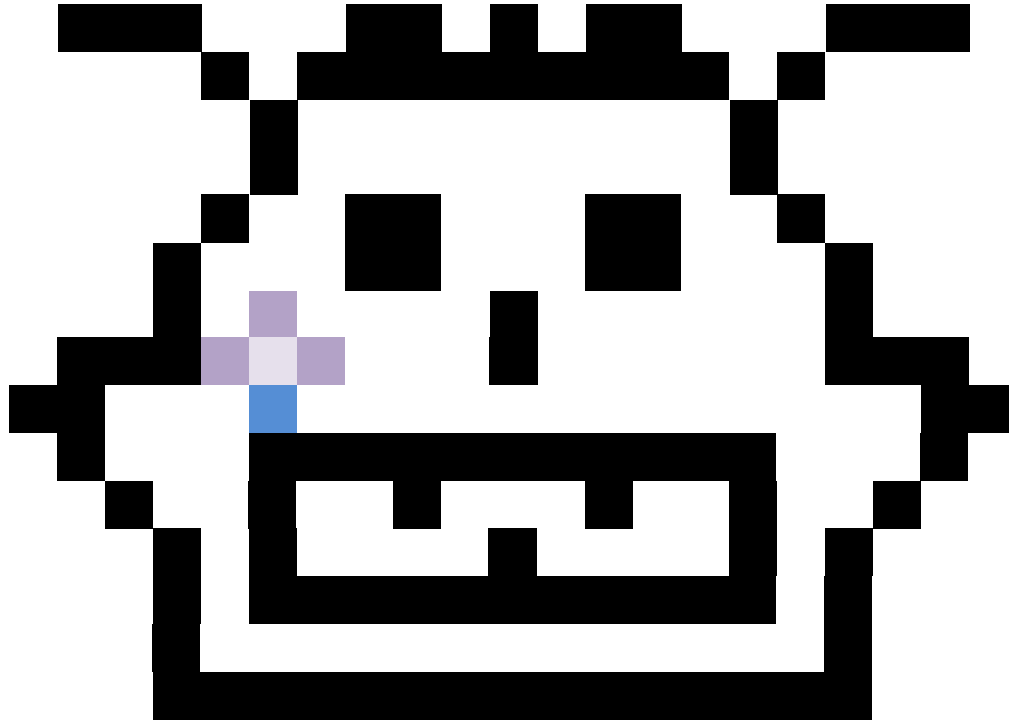
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (7,7)

to-do list

- (6,7)
- (8,7)
- (7,6)

Pop an element from the to-do list and assign it to v

If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (7,7)

to-do list

- (6,7)
- (8,7)
- (7,6)
- (7,8)

Pop an element from the to-do list and assign it to v

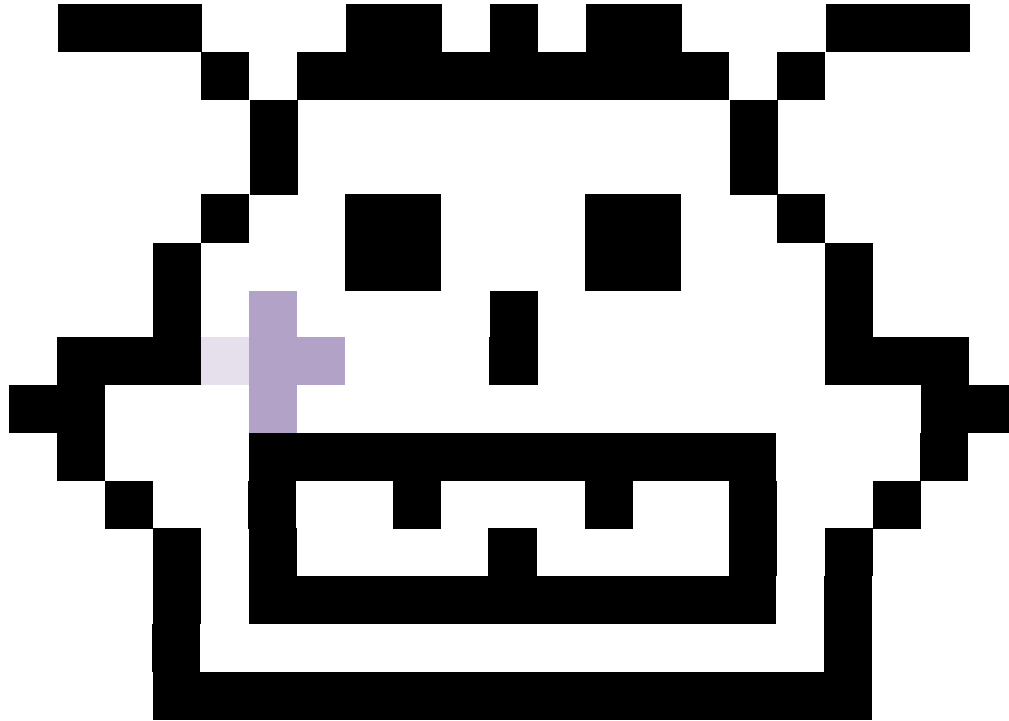
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (6,7)

to-do list

- (8,7)
- (7,6)
- (7,8)

Pop an element from the to-do list and assign it to v

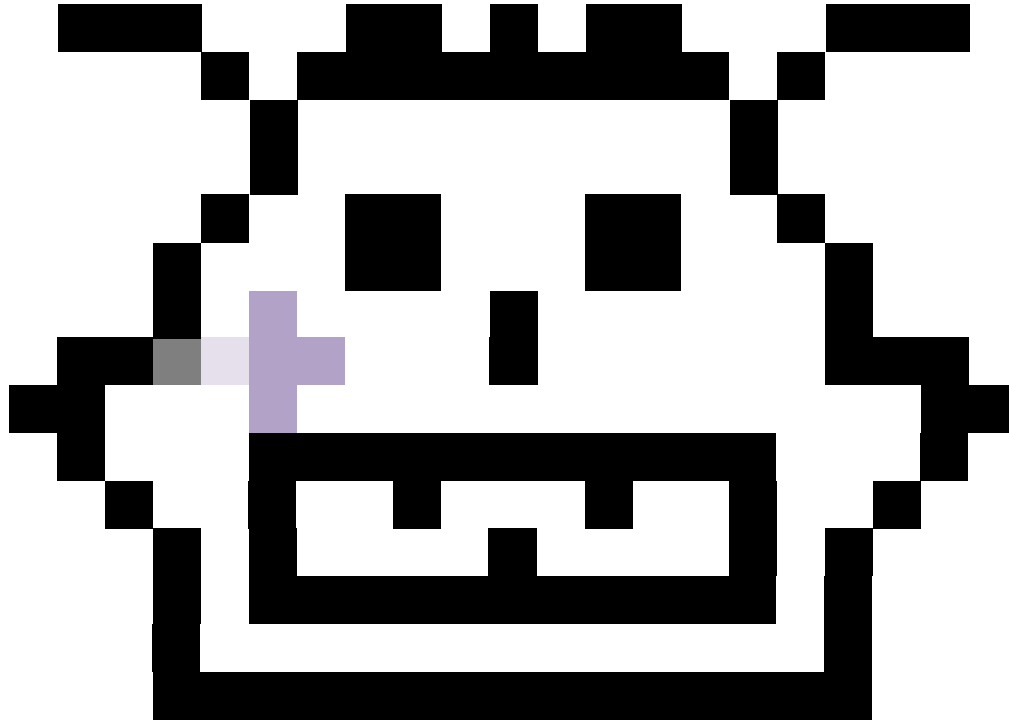
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (6,7)

to-do list

- (8,7)
- (7,6)
- (7,8)

Pop an element from the to-do list and assign it to v

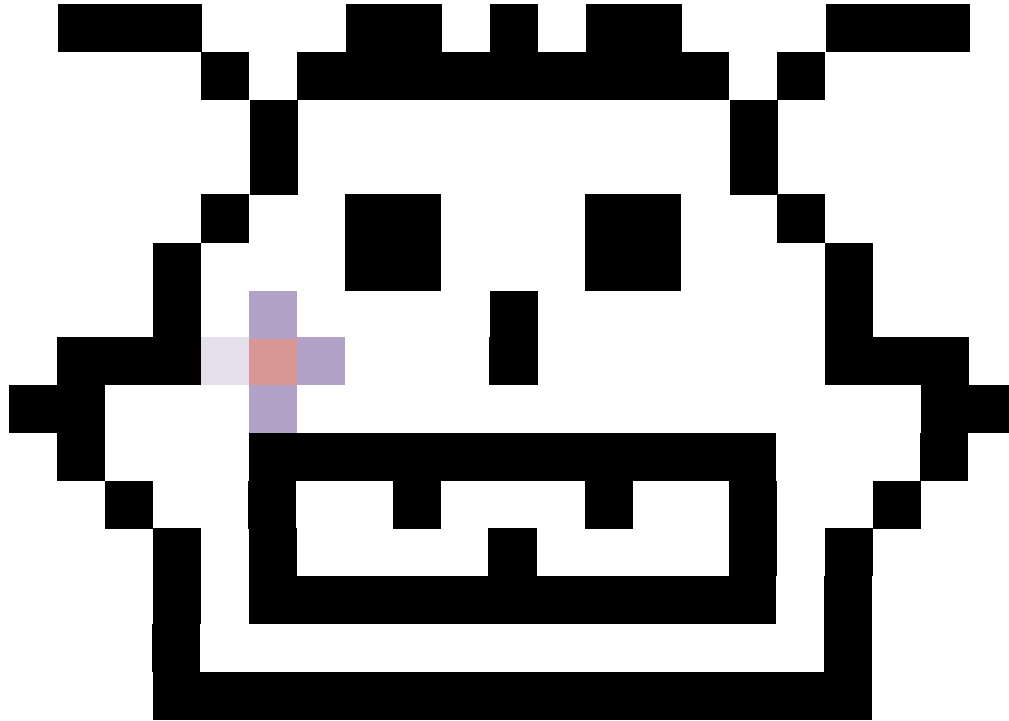
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (6,7)

to-do list

- (8,7)
- (7,6)
- (7,8)

Pop an element from the to-do list and assign it to v

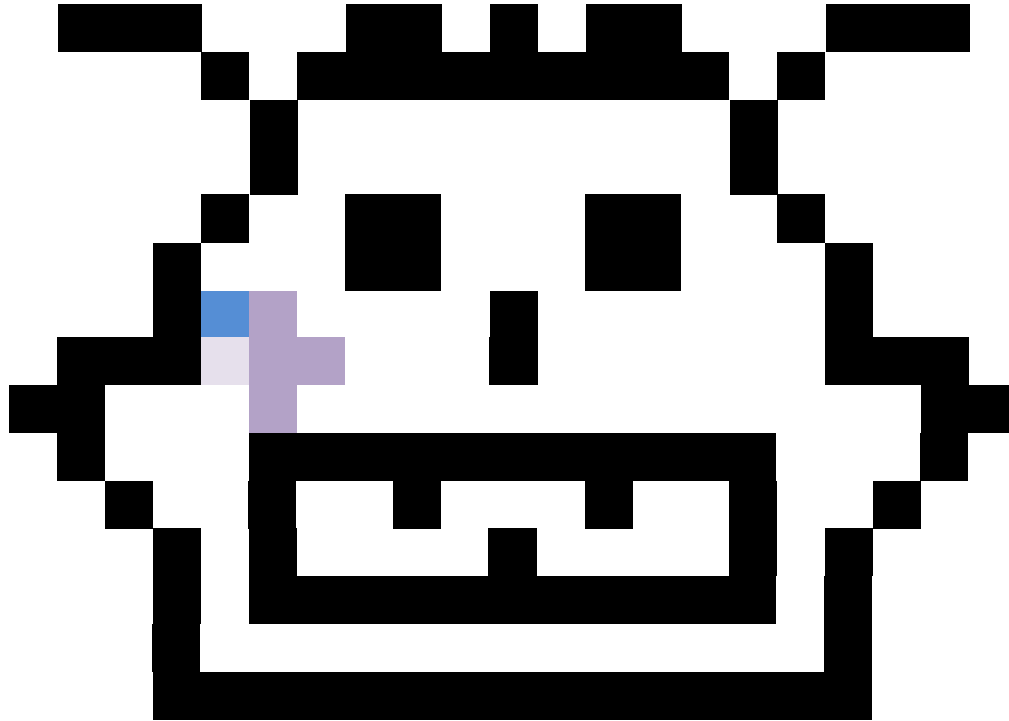
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (6,7)

to-do list

- (8,7)
- (7,6)
- (7,8)

Pop an element from the to-do list and assign it to v

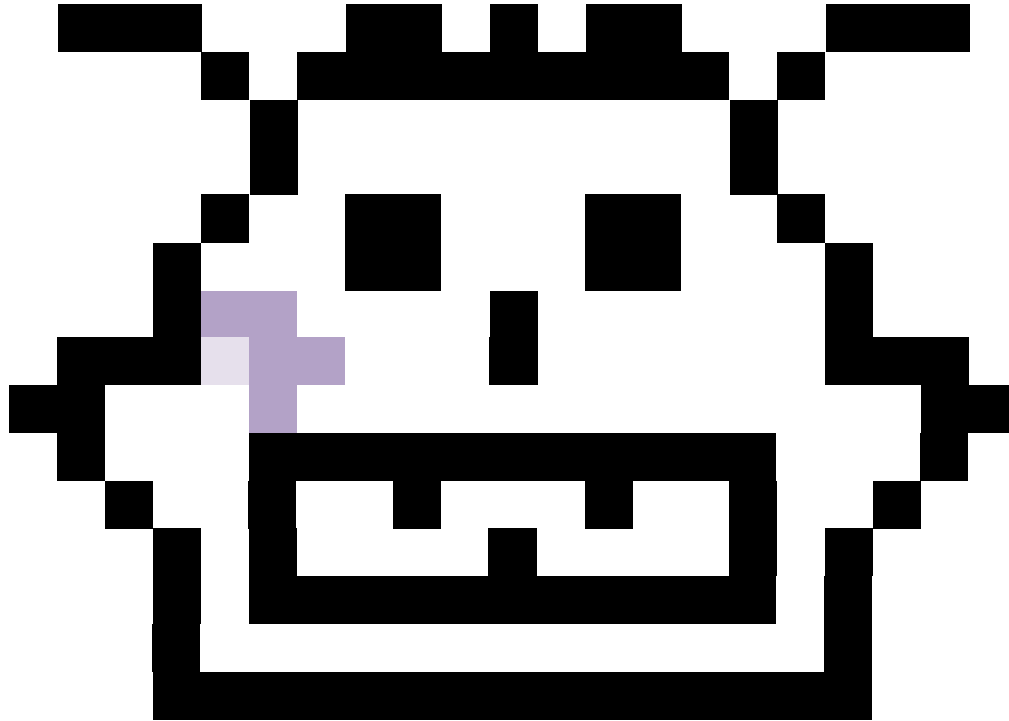
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (6,7)

to-do list

- (8,7)
- (7,6)
- (7,8)
- (6,6)

Pop an element from the to-do list and assign it to v

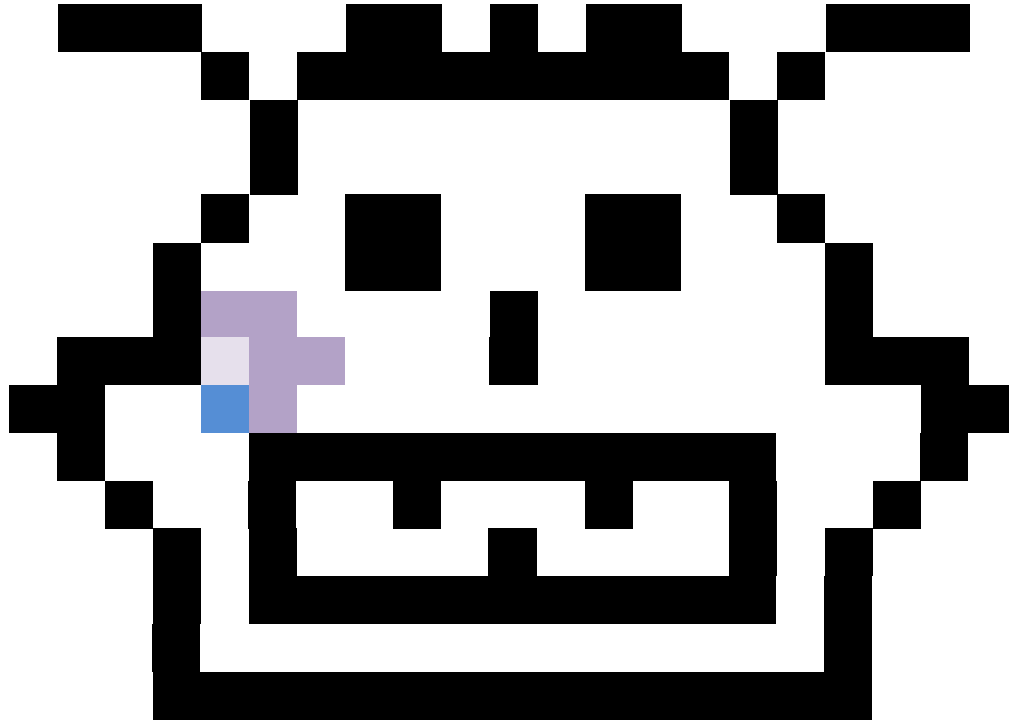
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (6,7)

to-do list

- (8,7)
- (7,6)
- (7,8)
- (6,6)

Pop an element from the to-do list and assign it to v

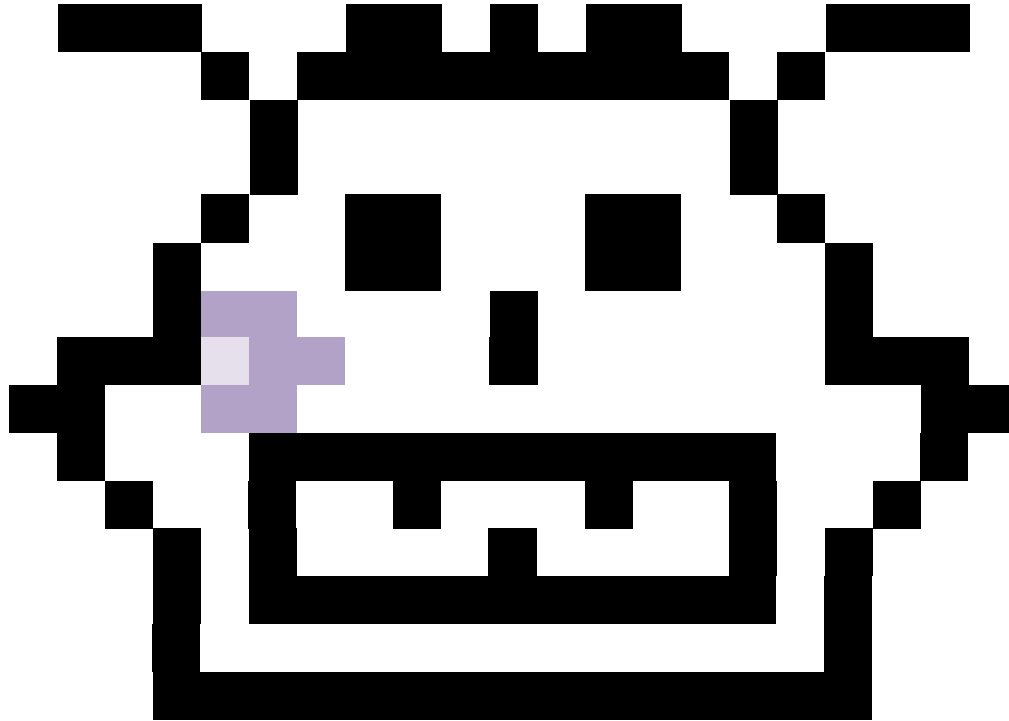
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (6,7)

to-do list

- (8,7)
- (7,6)
- (7,8)
- (6,6)
- (6,8)

Pop an element from the to-do list and assign it to v

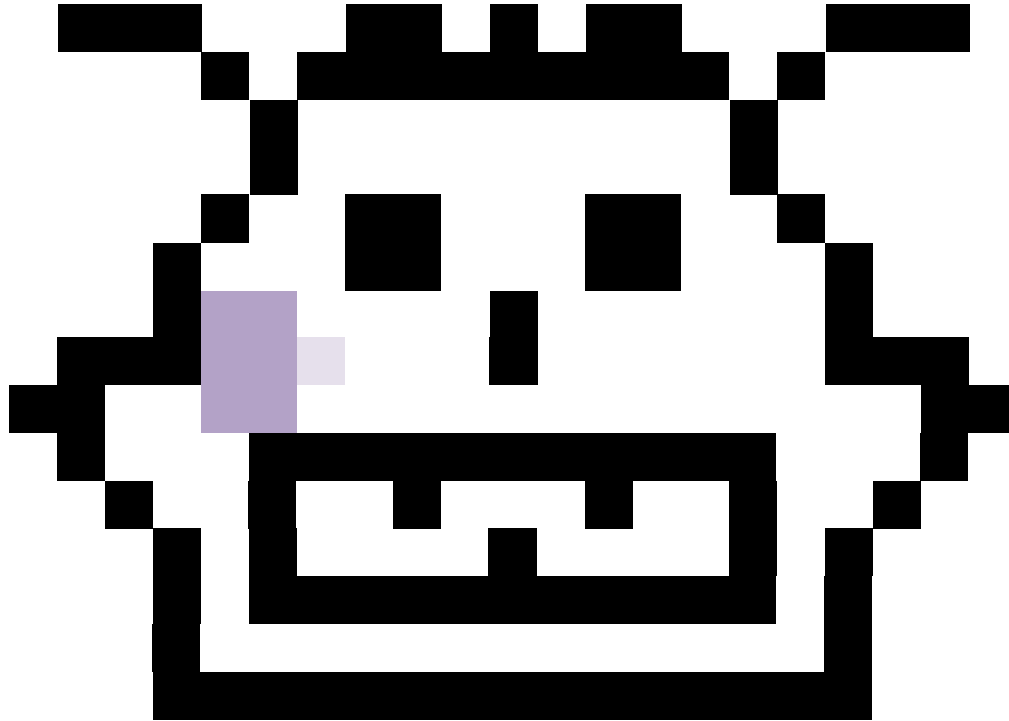
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (8,7)

to-do list

- (7,6)
- (7,8)
- (6,6)
- (6,8)

Pop an element from the to-do list and assign it to v

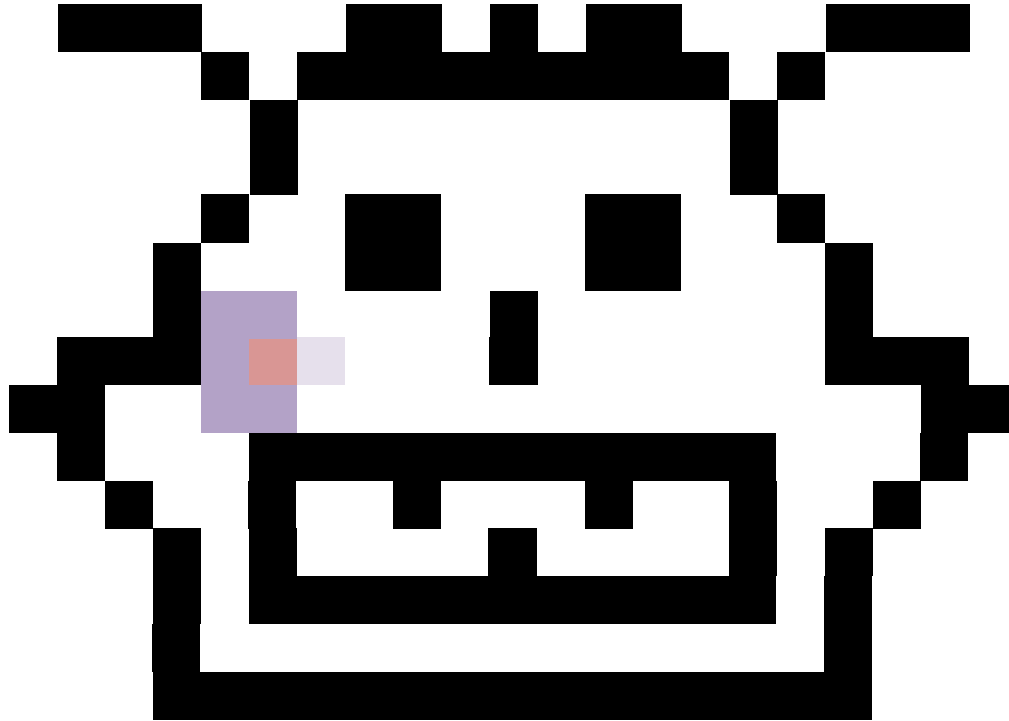
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (8,7)

to-do list

- (7,6)
- (7,8)
- (6,6)
- (6,8)

Pop an element from the to-do list and assign it to v

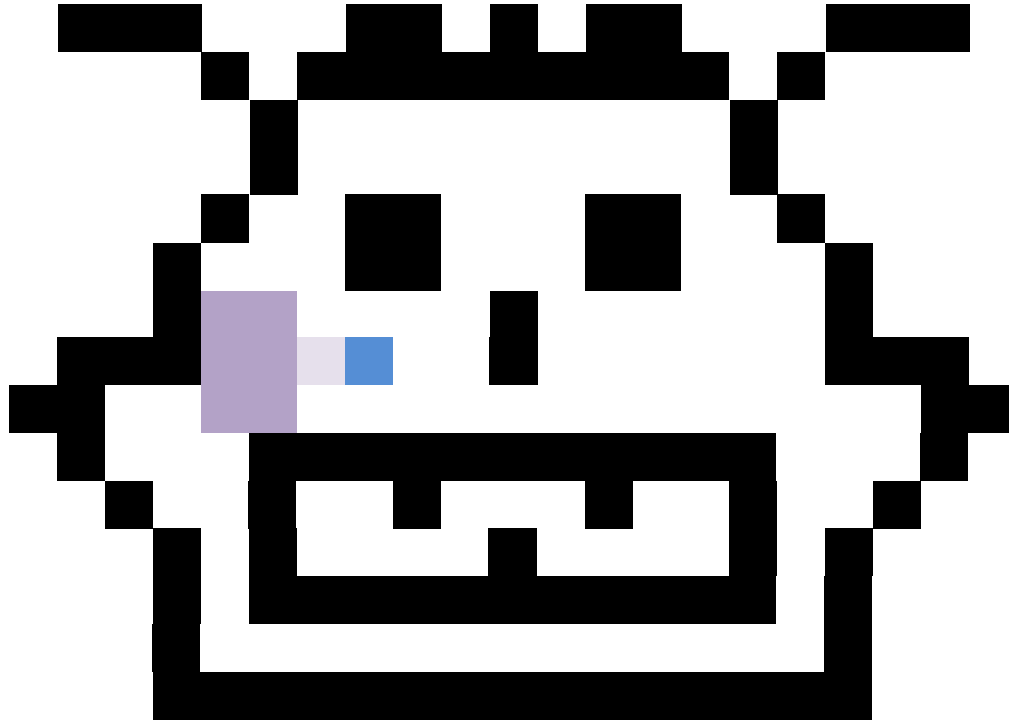
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (8,7)

to-do list

- (7,6)
- (7,8)
- (6,6)
- (6,8)

Pop an element from the to-do list and assign it to v

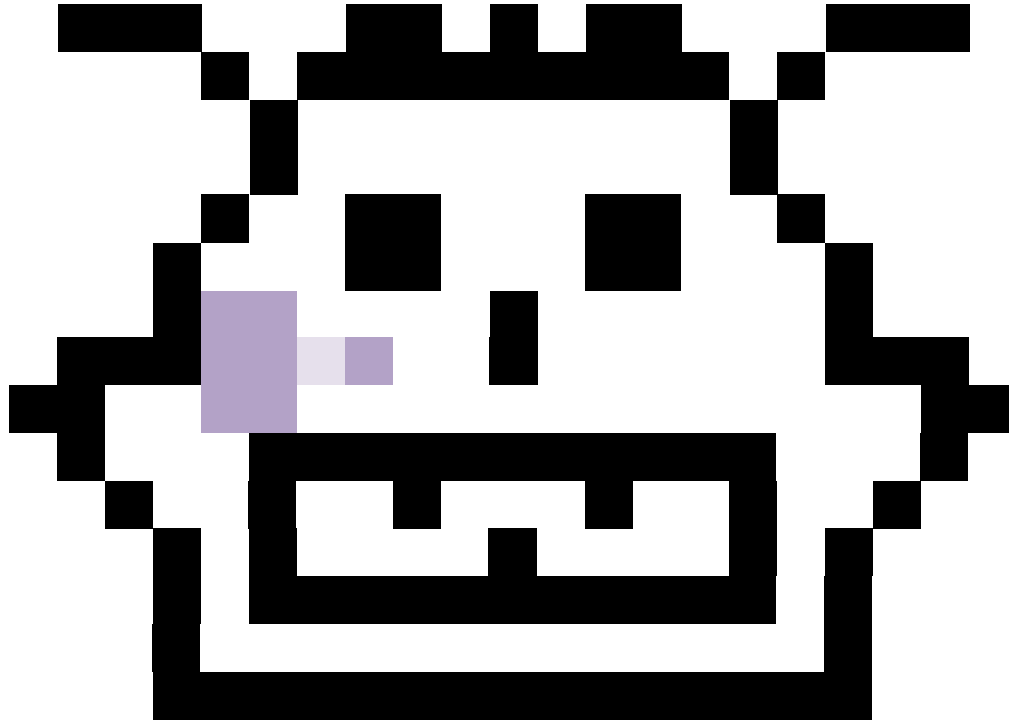
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (8,7)

to-do list

- (7,6)
- (7,8)
- (6,6)
- (6,8)
- (9,7)

Pop an element from the to-do list and assign it to v

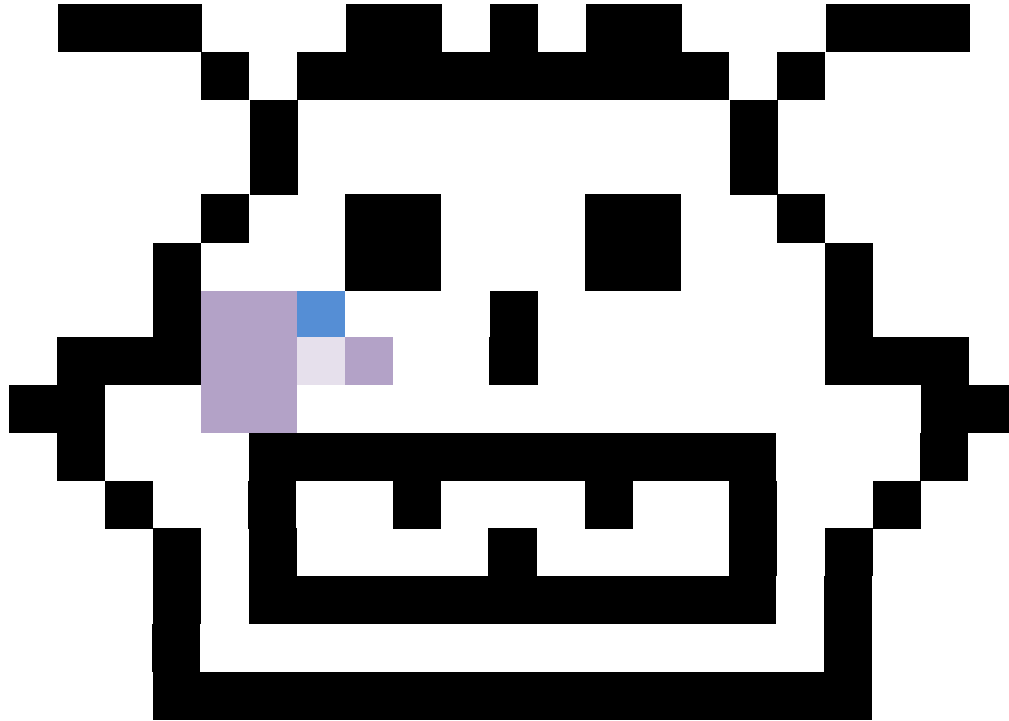
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (8,7)

to-do list

- (7,6)
- (7,8)
- (6,6)
- (6,8)
- (9,7)

Pop an element from the to-do list and assign it to v

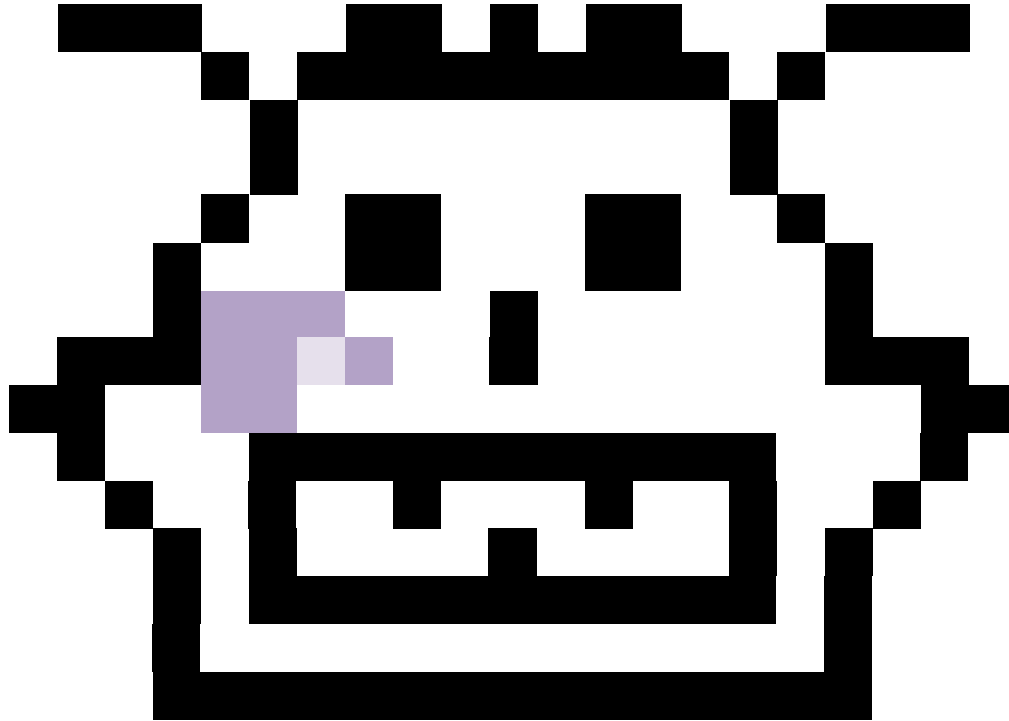
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (8,7)

to-do list

- (7,6)
- (7,8)
- (6,6)
- (6,8)
- (9,7)
- (8,6)

Pop an element from the to-do list and assign it to v

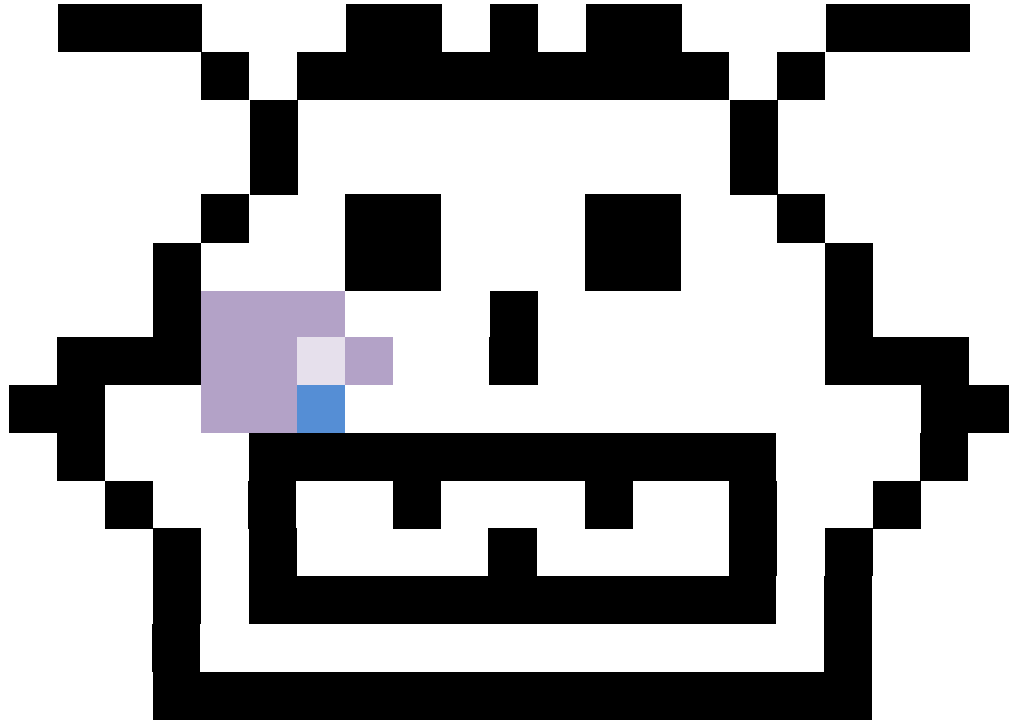
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (8,7)

to-do list

- (7,6)
- (7,8)
- (6,6)
- (6,8)
- (9,7)
- (8,6)

Pop an element from the to-do list and assign it to v

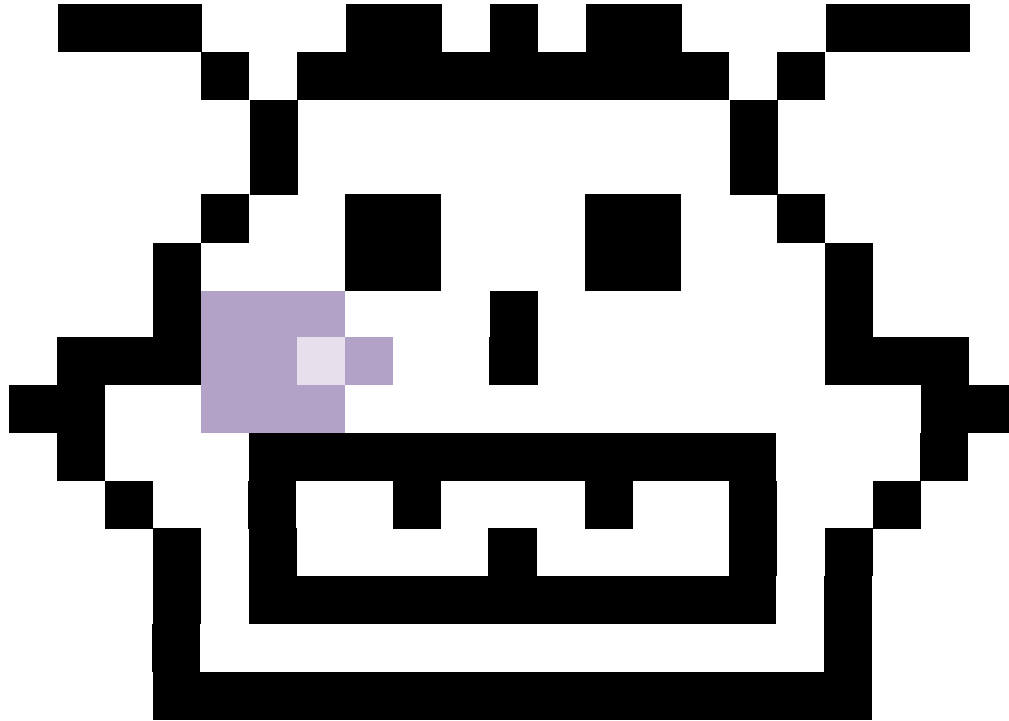
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c  v

v (8,7)

to-do list

- (7,6)
- (7,8)
- (6,6)
- (6,8)
- (9,7)
- (8,6)
- (8,8)

Pop an element from the to-do list and assign it to v

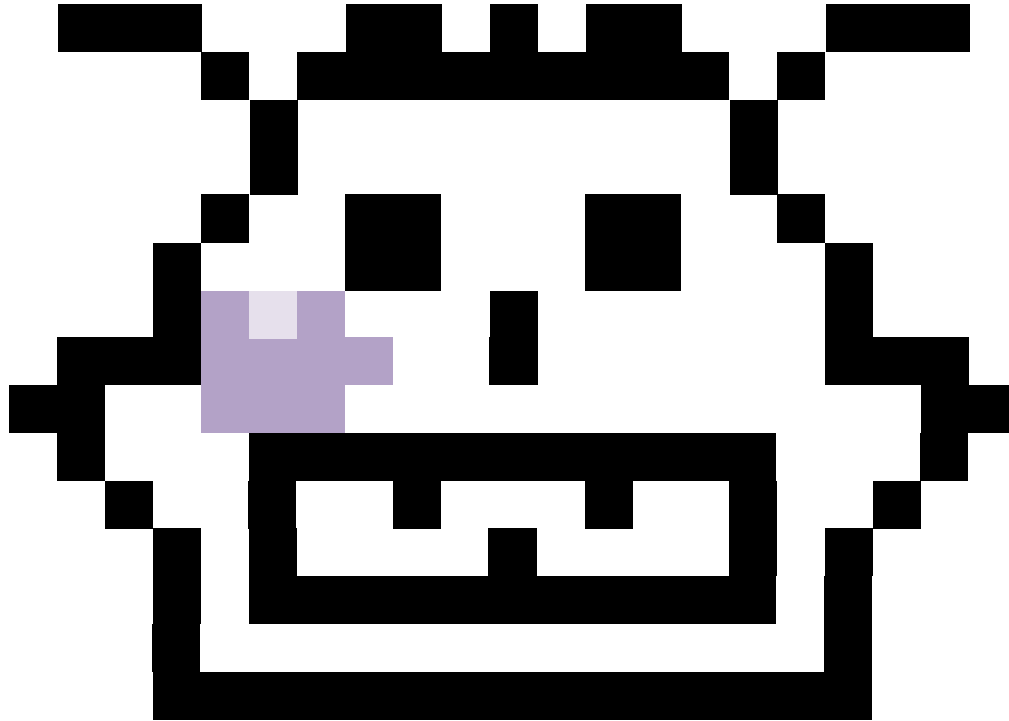
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (7,6)

to-do list

- (7,8)
- (6,6)
- (6,8)
- (9,7)
- (8,6)
- (8,8)

Pop an element from the to-do list and assign it to v

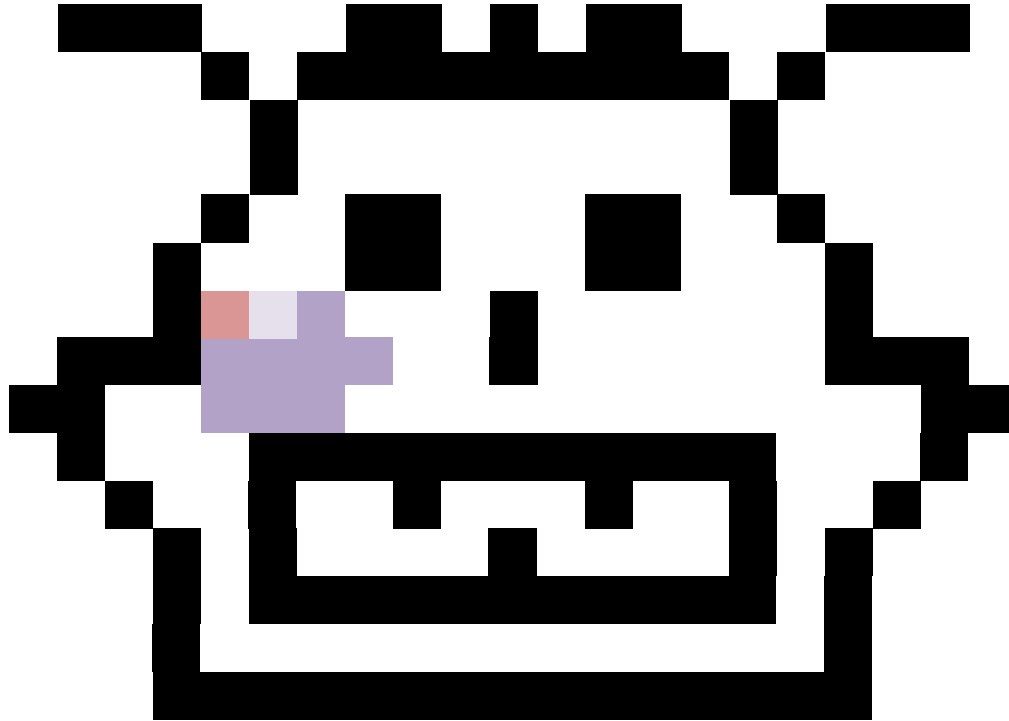
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (7,6)

to-do list

- (7,8)
- (6,6)
- (6,8)
- (9,7)
- (8,6)
- (8,8)

Pop an element from the to-do list and assign it to v

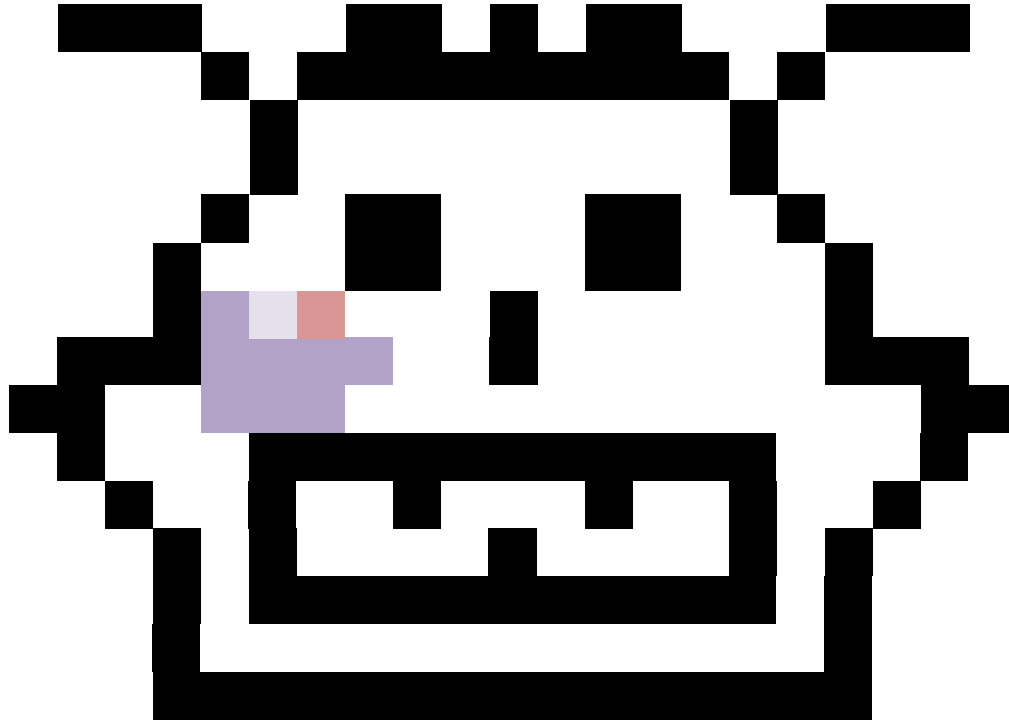
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (7,6)

to-do list

- (7,8)
- (6,6)
- (6,8)
- (9,7)
- (8,6)
- (8,8)

Pop an element from the to-do list and assign it to v

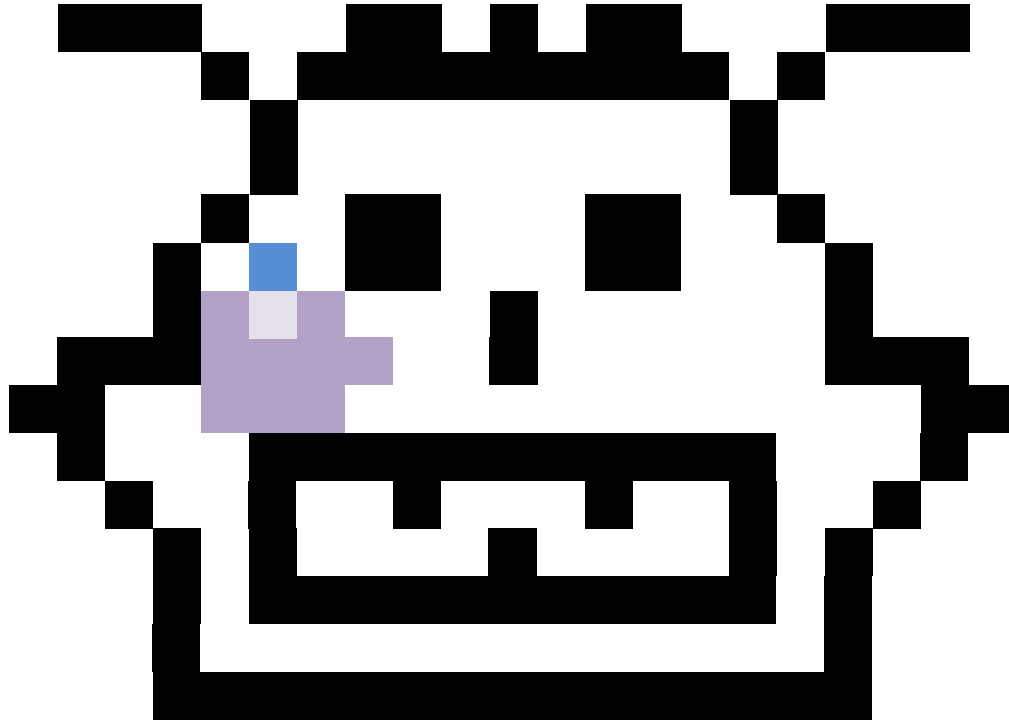
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (7,6)

to-do list

- (7,8)
- (6,6)
- (6,8)
- (9,7)
- (8,6)
- (8,8)

Pop an element from the to-do list and assign it to v

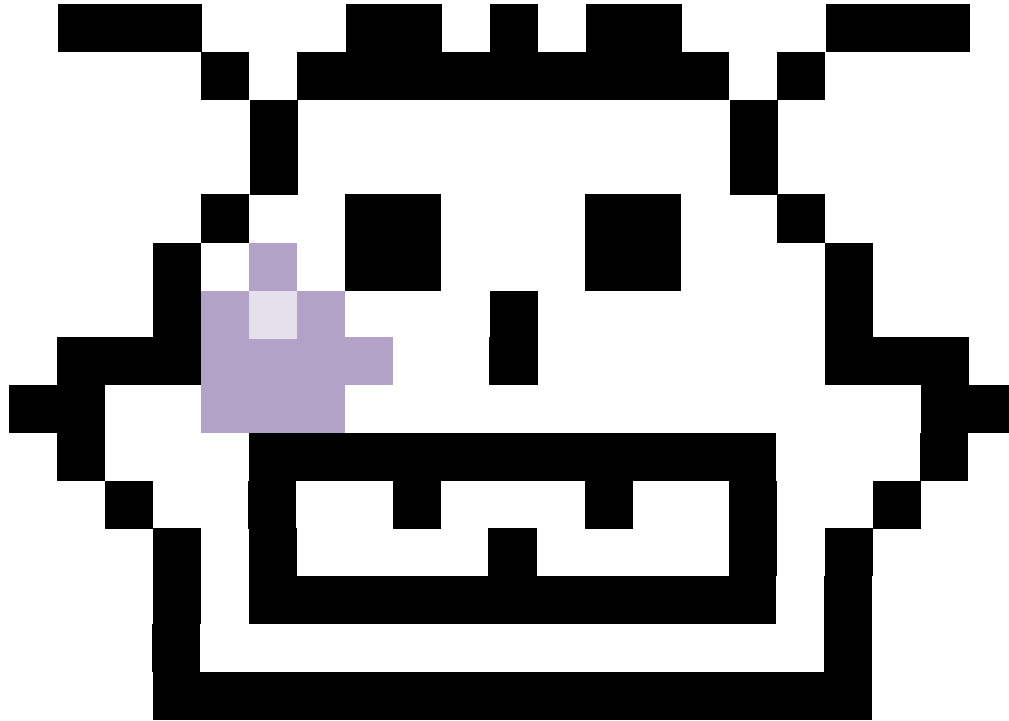
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (7,6)

to-do list

- (7,8)
- (6,6)
- (6,8)
- (9,7)
- (8,6)
- (8,8)
- (7,5)

Pop an element from the to-do list and assign it to v

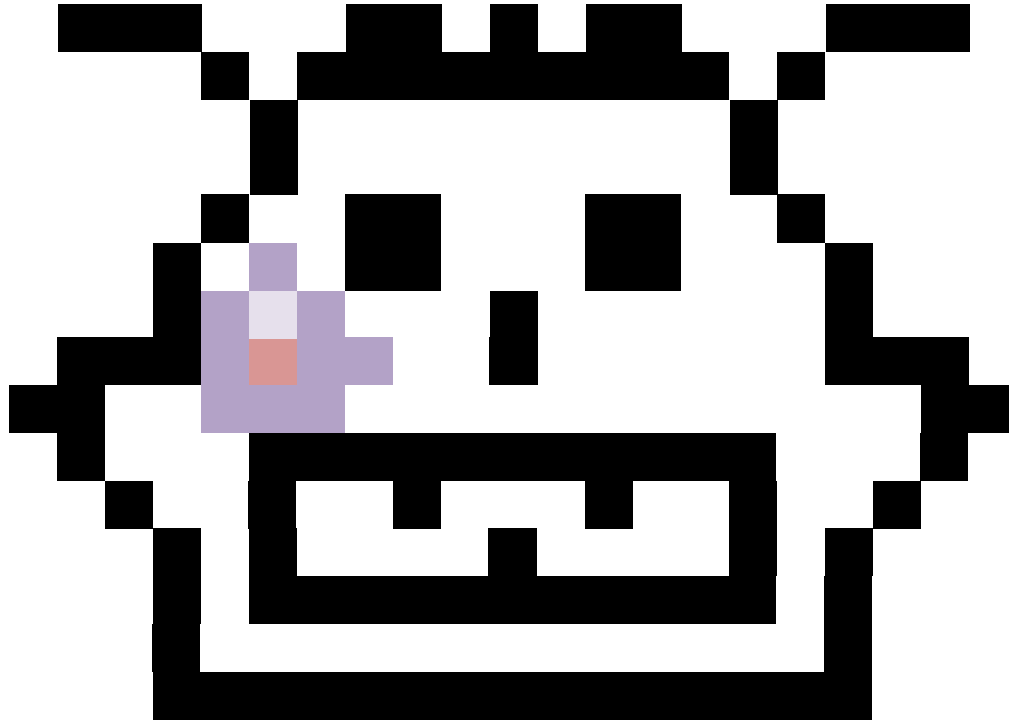
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (7,6)

to-do list

- (7,8)
- (6,6)
- (6,8)
- (9,7)
- (8,6)
- (8,8)
- (7,5)

Pop an element from the to-do list and assign it to v

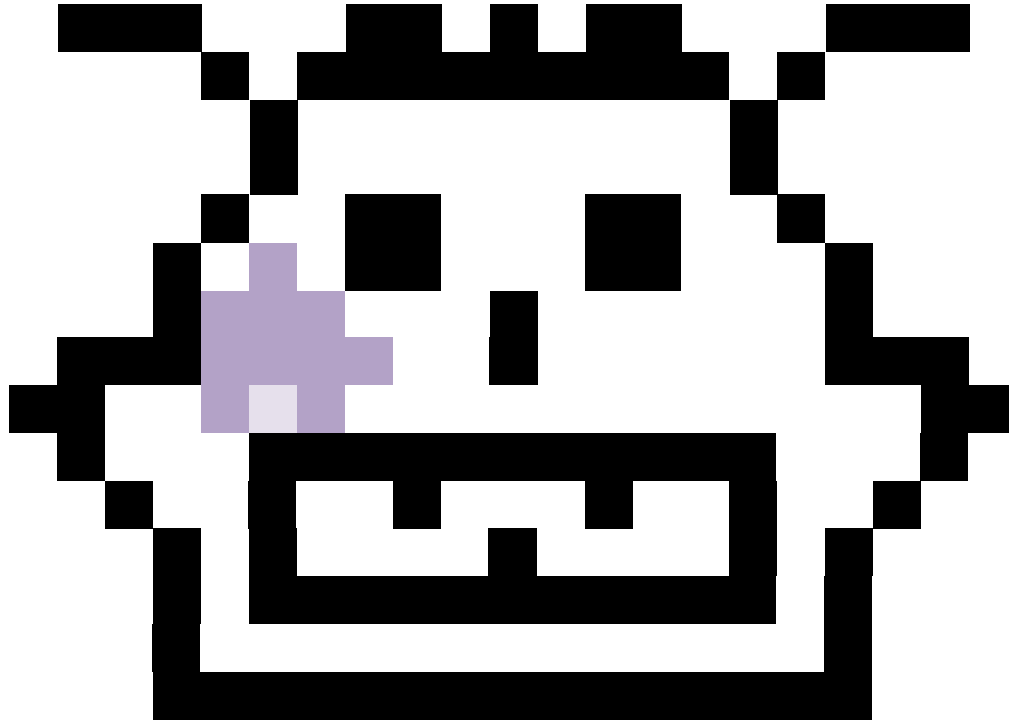
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (7,8)

to-do list

- (6,6)
- (6,8)
- (9,7)
- (8,6)
- (8,8)
- (7,5)

Pop an element from the to-do list and assign it to v

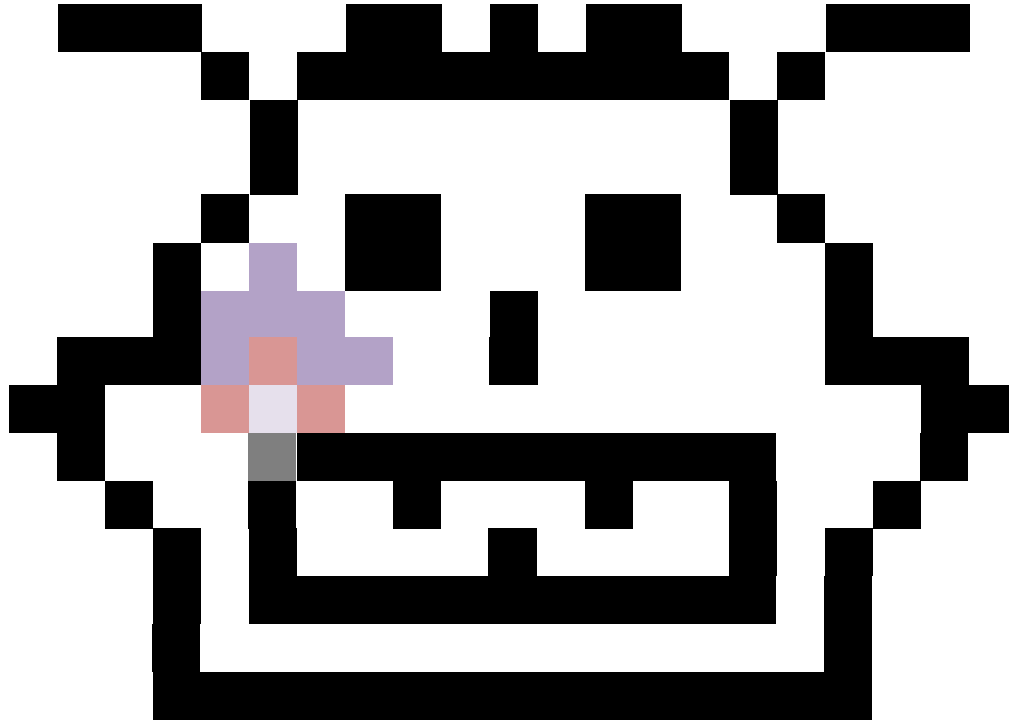
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (7,8)

to-do list

- (6,6)
- (6,8)
- (9,7)
- (8,6)
- (8,8)
- (7,5)

Pop an element from the to-do list and assign it to v

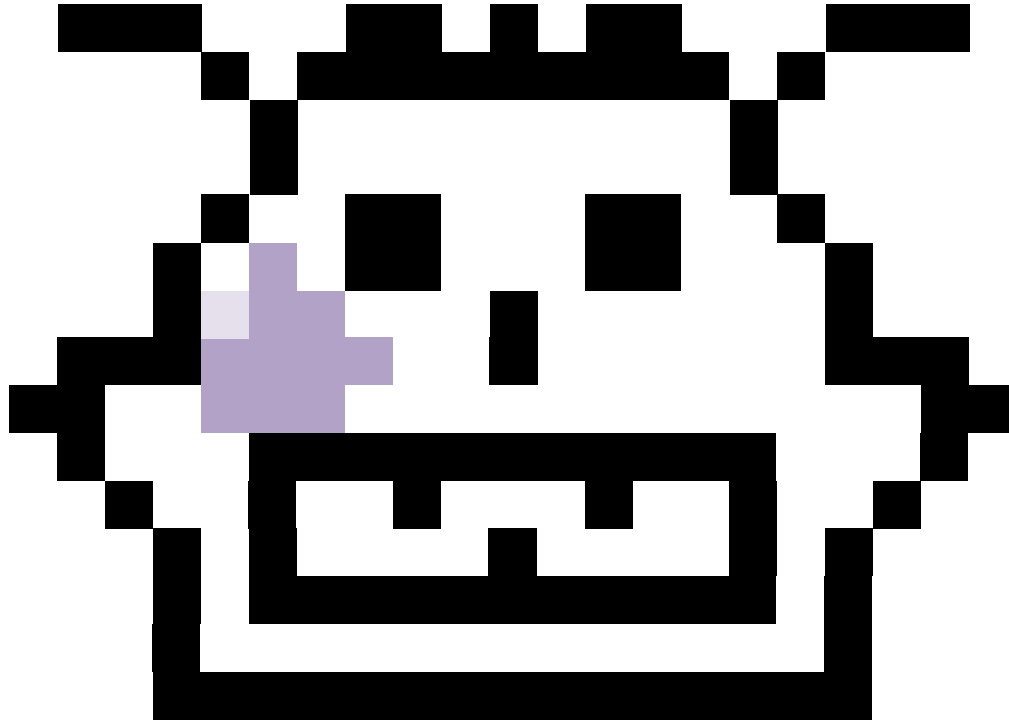
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (6,6)

to-do list

- (6,8)
- (9,7)
- (8,6)
- (8,8)
- (7,5)

Pop an element from the to-do list and assign it to v

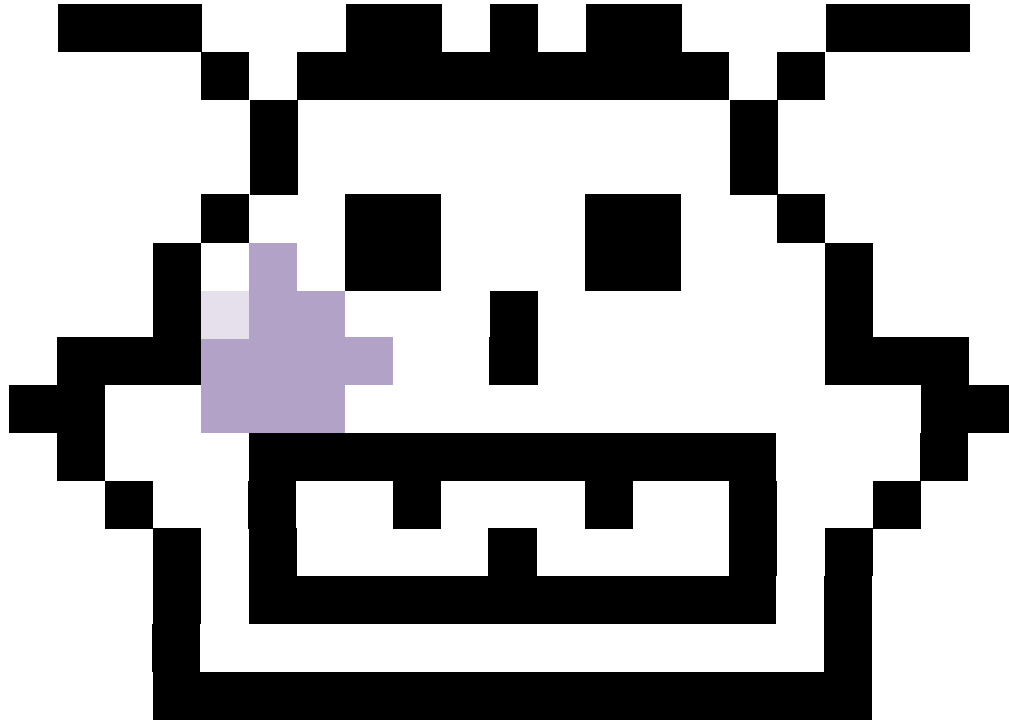
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (6,6)

to-do list

- (6,8)
- (9,7)
- (8,6)
- (8,8)
- (7,5)

Pop an element from the to-do list and assign it to v

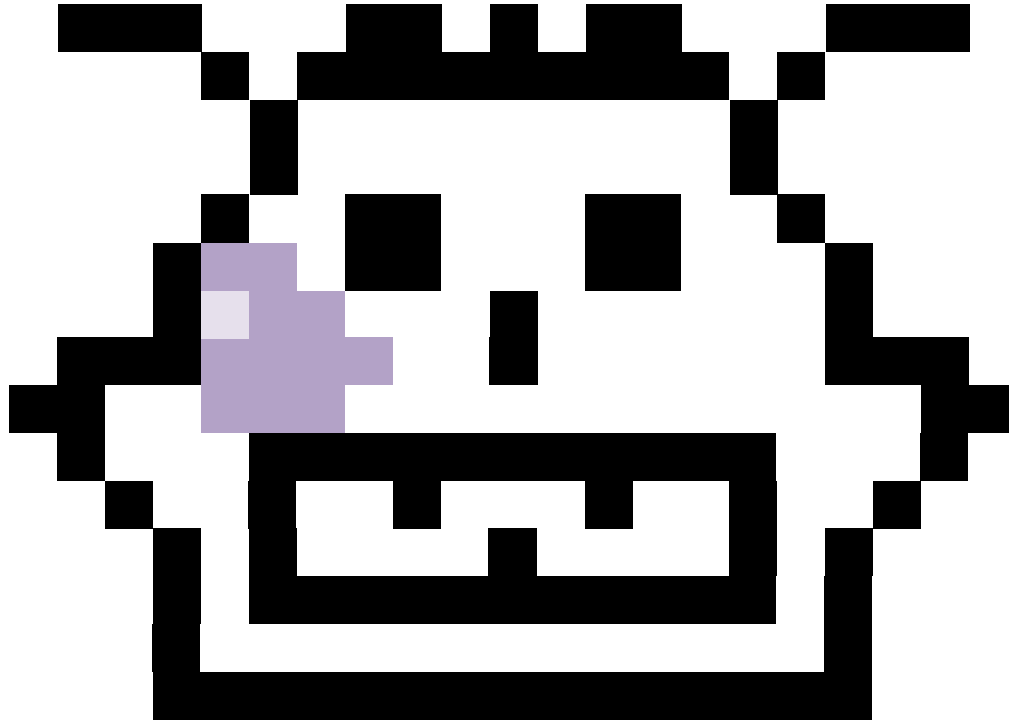
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (6,6)

to-do list

- (6,8)
- (9,7)
- (8,6)
- (8,8)
- (7,5)
- (6,5)

Pop an element from the to-do list and assign it to v

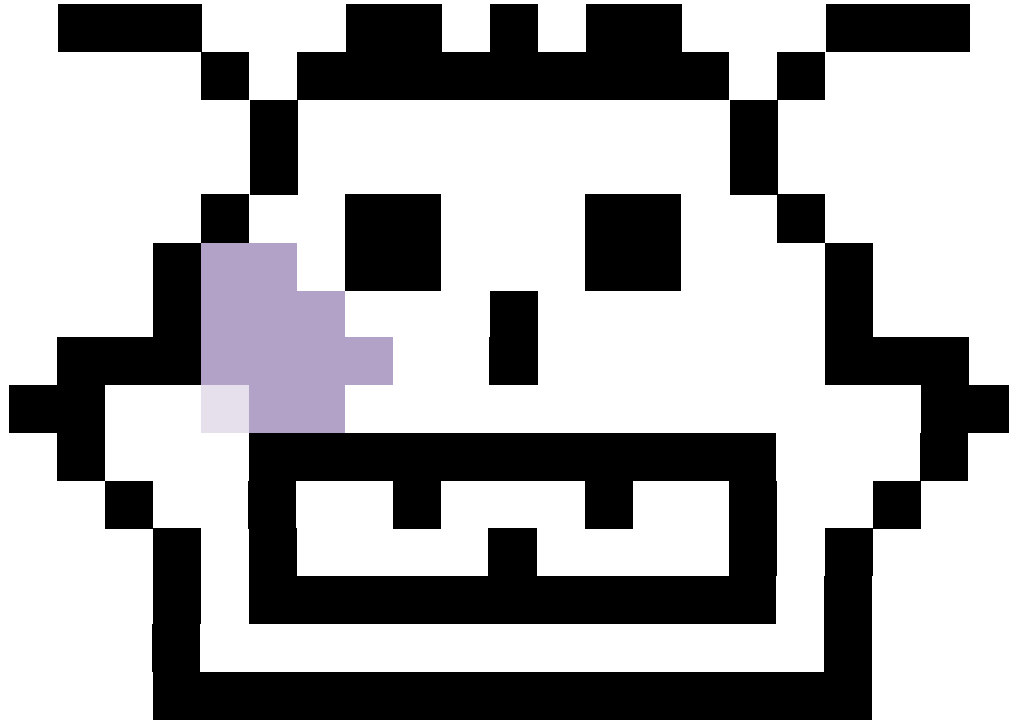
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (6,8)

to-do list

- (9,7)
- (8,6)
- (8,8)
- (7,5)
- (6,5)

Pop an element from the to-do list and assign it to v

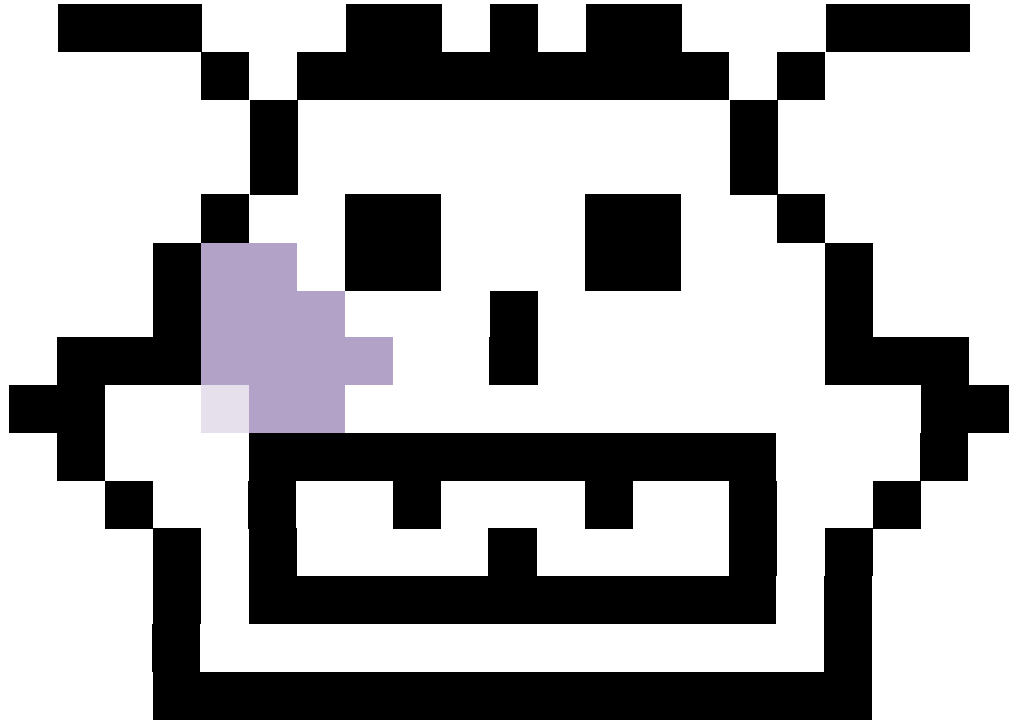
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (6,8)

to-do list

- (9,7)
- (8,6)
- (8,8)
- (7,5)
- (6,5)

Pop an element from the to-do list and assign it to v

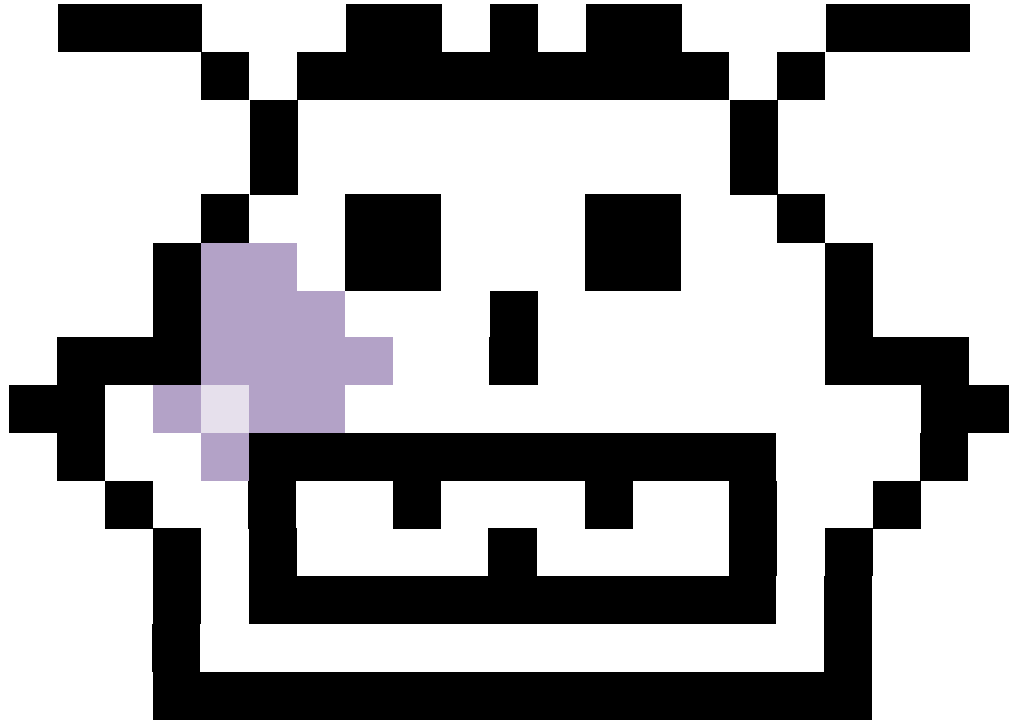
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (6,8)

to-do list

- (9,7)
- (8,6)
- (8,8)
- (7,5)
- (6,5)
- (5,8)
- (6,9)

Pop an element from the to-do list and assign it to v

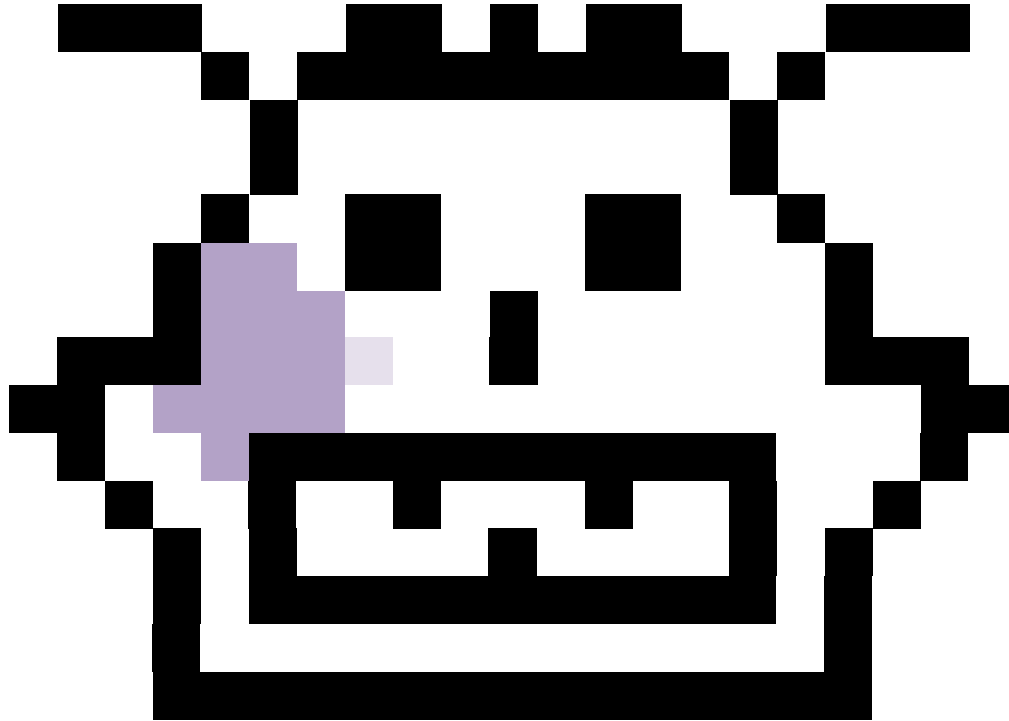
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (9,7)

to-do list

- (8,6)
- (8,8)
- (7,5)
- (6,5)
- (5,8)
- (6,9)

Pop an element from the to-do list and assign it to v

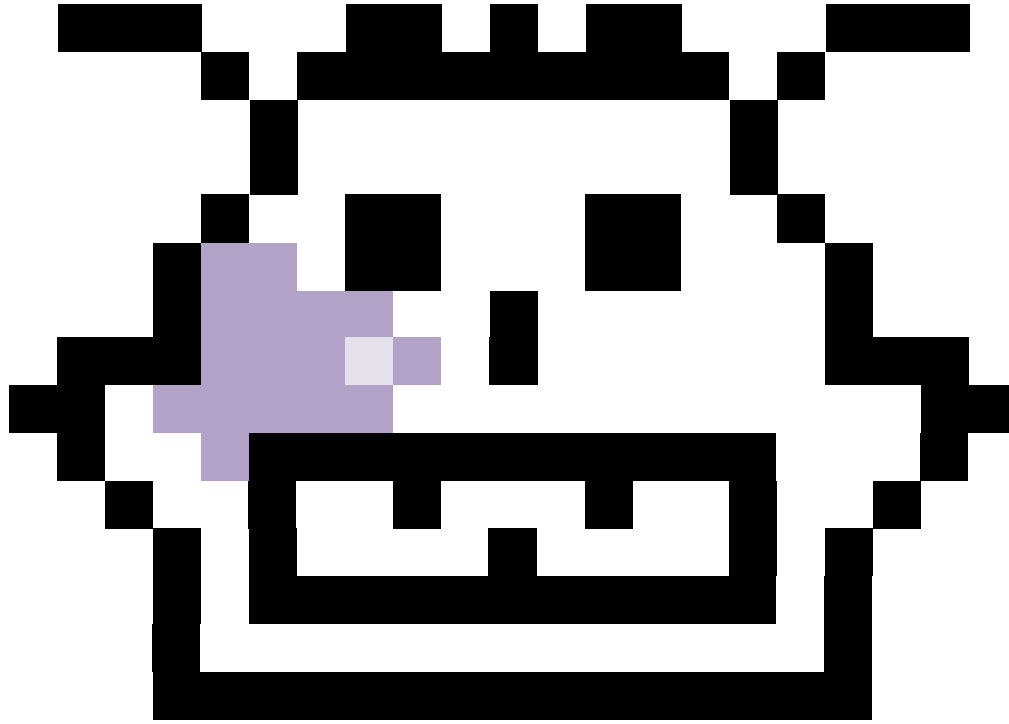
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (9,7)

to-do list

- (8,6)
- (8,8)
- (7,5)
- (6,5)
- (5,8)
- (6,9)
- (10,7)
- (9,6)
- (9,8)

Pop an element from the to-do list and assign it to v

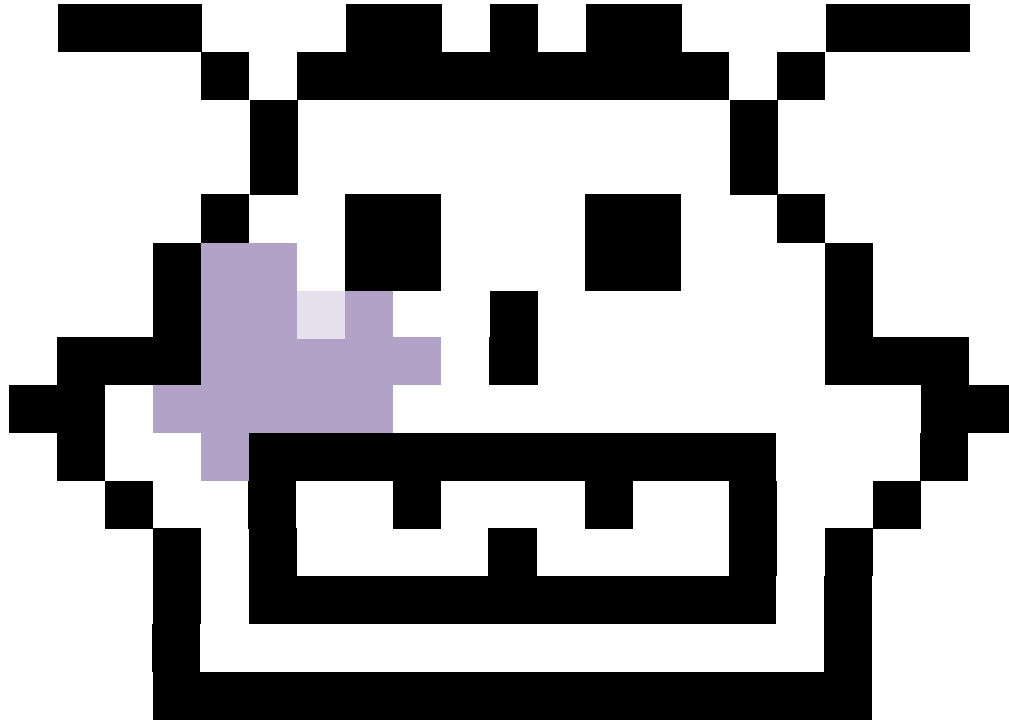
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (8,6)

to-do list

- (8,8)
- (7,5)
- (6,5)
- (5,8)
- (6,9)
- (10,7)
- (9,6)
- (9,8)

Pop an element from the to-do list and assign it to v

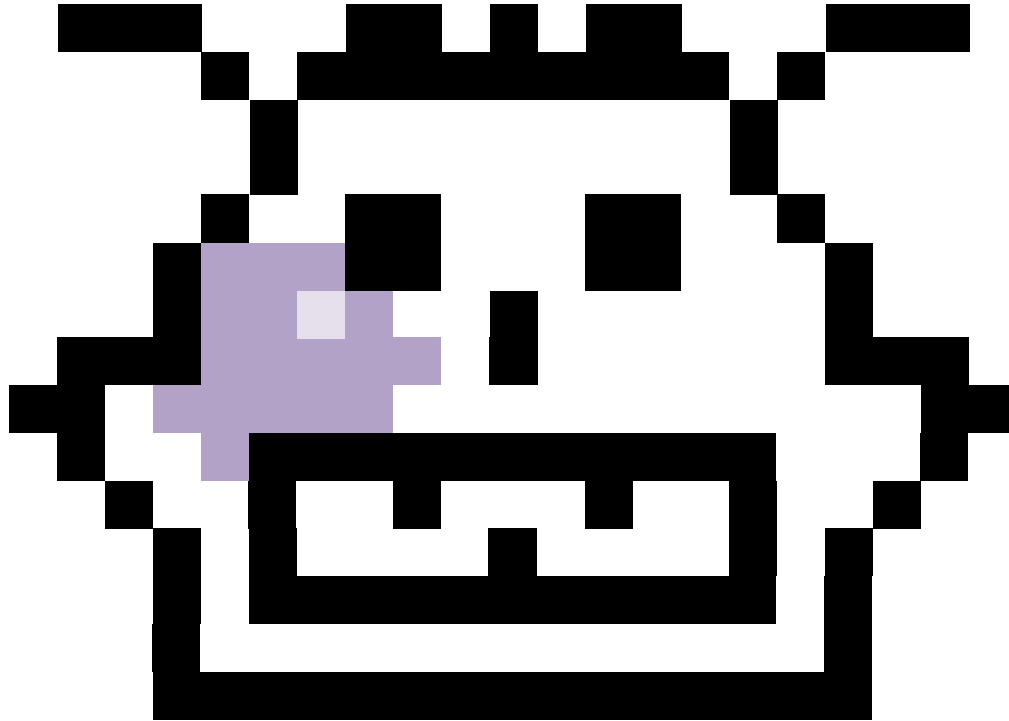
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (8,6)

to-do list

- (8,8)
- (7,5)
- (6,5)
- (5,8)
- (6,9)
- (10,7)
- (9,6)
- (9,8)
- (8,5)

Pop an element from the to-do list and assign it to v

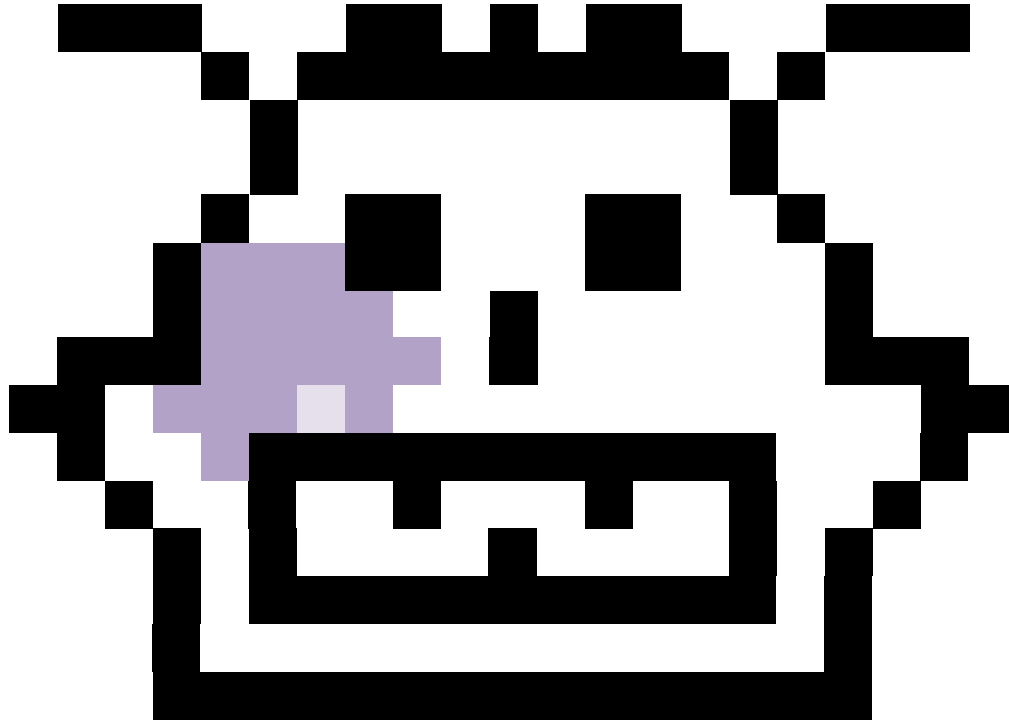
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (8,8)

to-do list

- (7,5)
- (6,5)
- (5,8)
- (6,9)
- (10,7)
- (9,6)
- (9,8)
- (8,5)

Pop an element from the to-do list and assign it to v

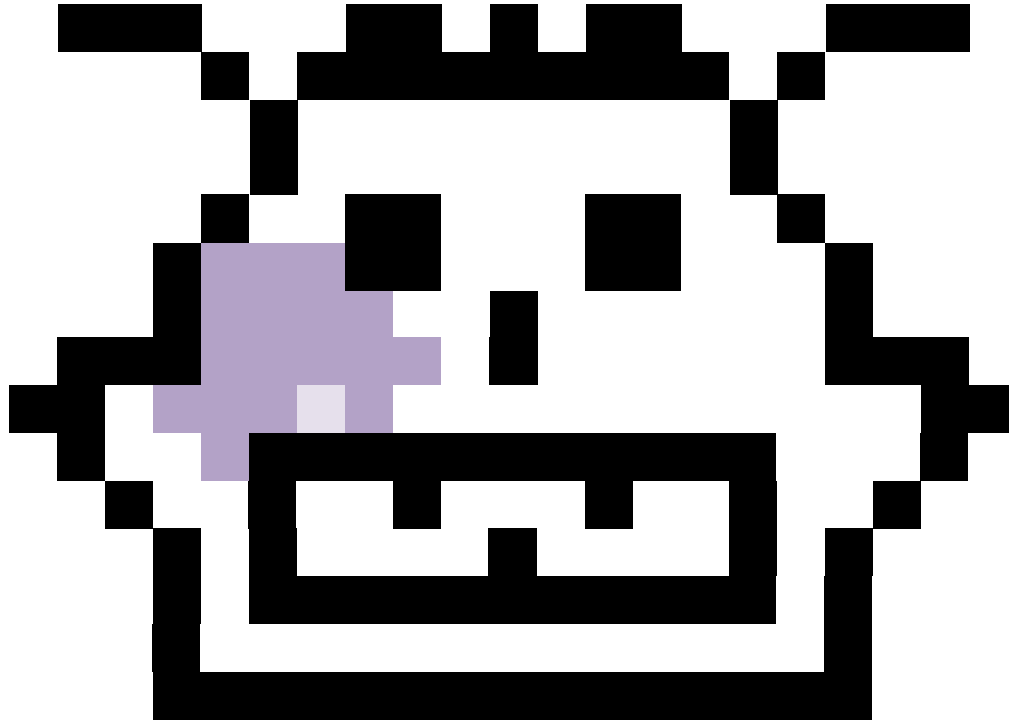
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (8,8)

to-do list

- (7,5)
- (6,5)
- (5,8)
- (6,9)
- (10,7)
- (9,6)
- (9,8)
- (8,5)

Pop an element from the to-do list and assign it to v

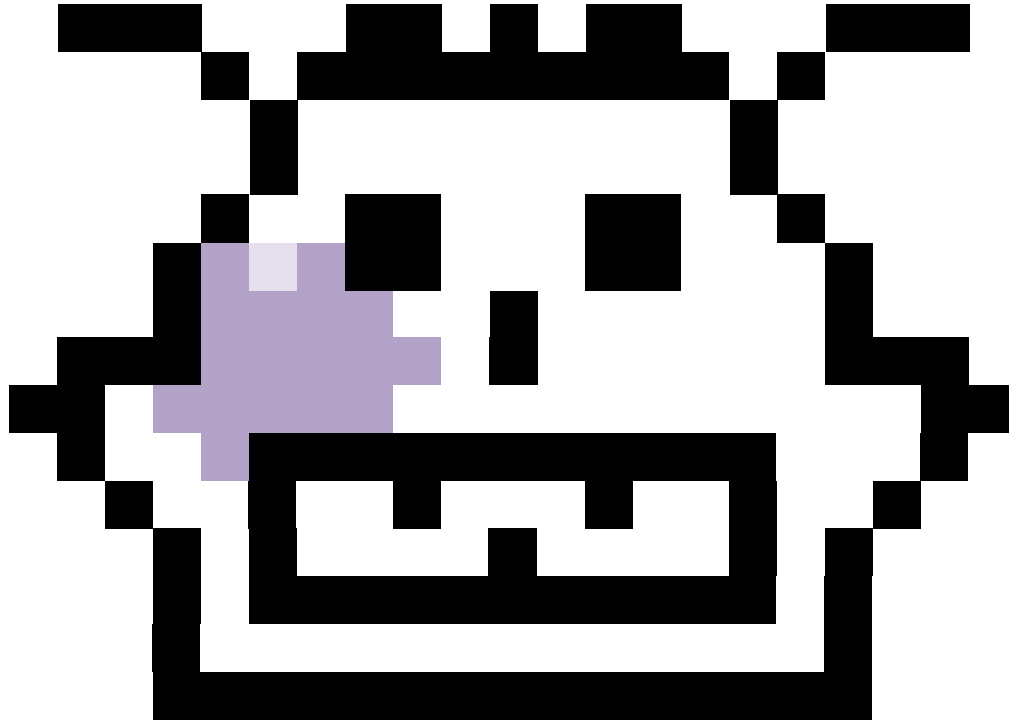
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (7,5)

to-do list

- (6,5)
- (5,8)
- (6,9)
- (10,7)
- (9,6)
- (9,8)
- (8,5)

Pop an element from the to-do list and assign it to v

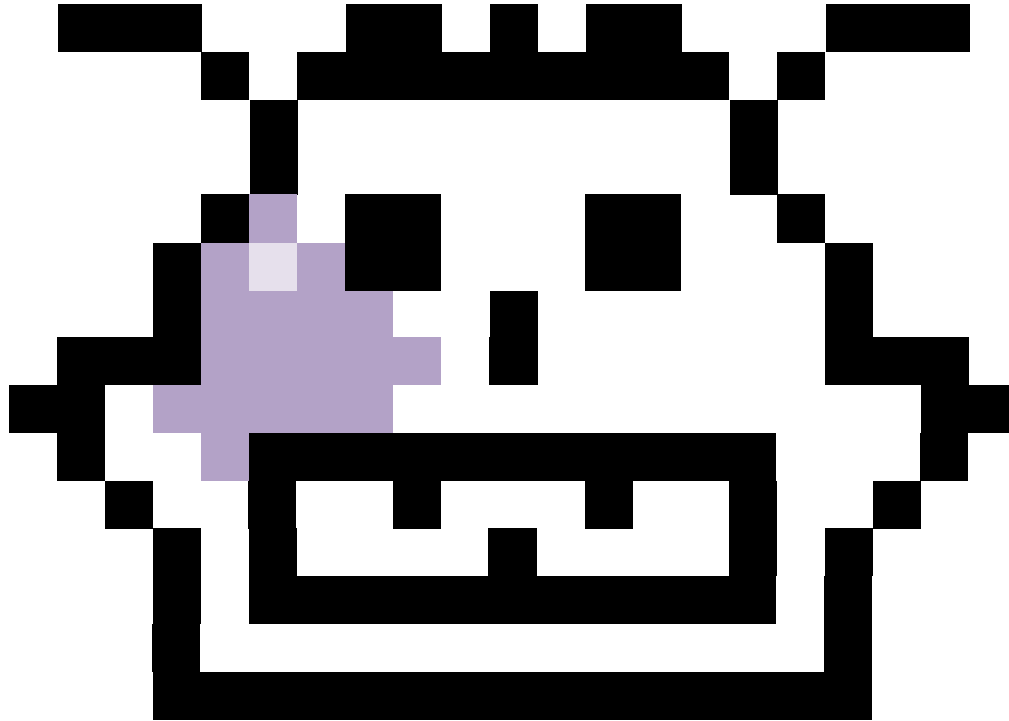
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c ■

v (7,5)

to-do list

- (6,5)
- (5,8)
- (6,9)
- (10,7)
- (9,6)
- (9,8)
- (8,5)
- (7,4)

Pop an element from the to-do list and assign it to v

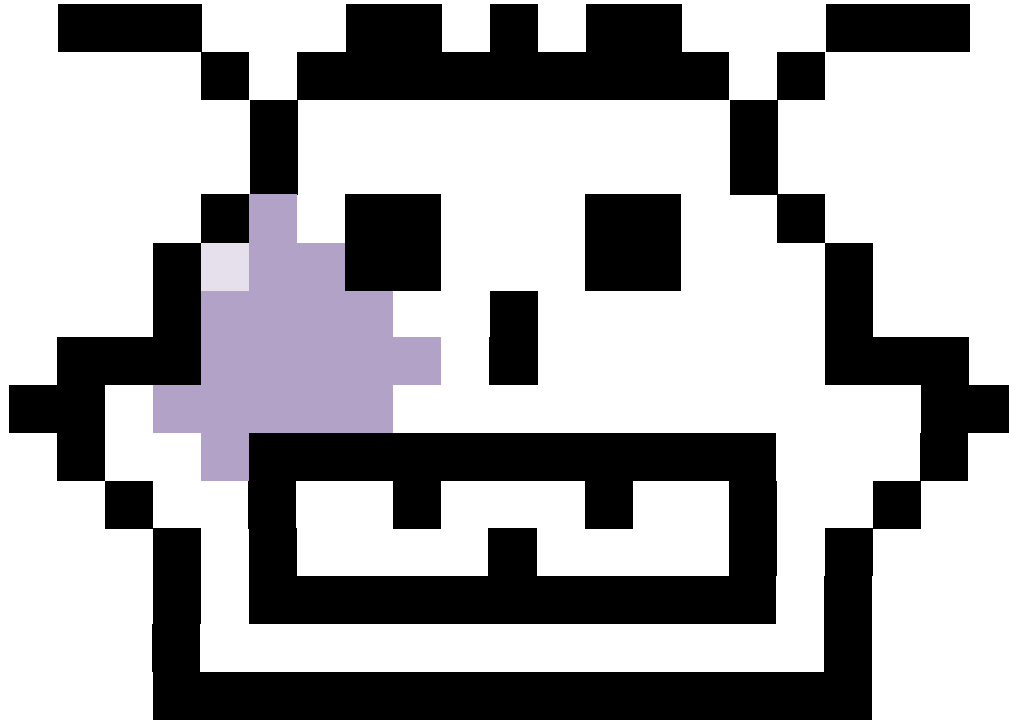
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (6,5)

to-do list

- (5,8)
- (6,9)
- (10,7)
- (9,6)
- (9,8)
- (8,5)
- (7,4)

Pop an element from the to-do list and assign it to v

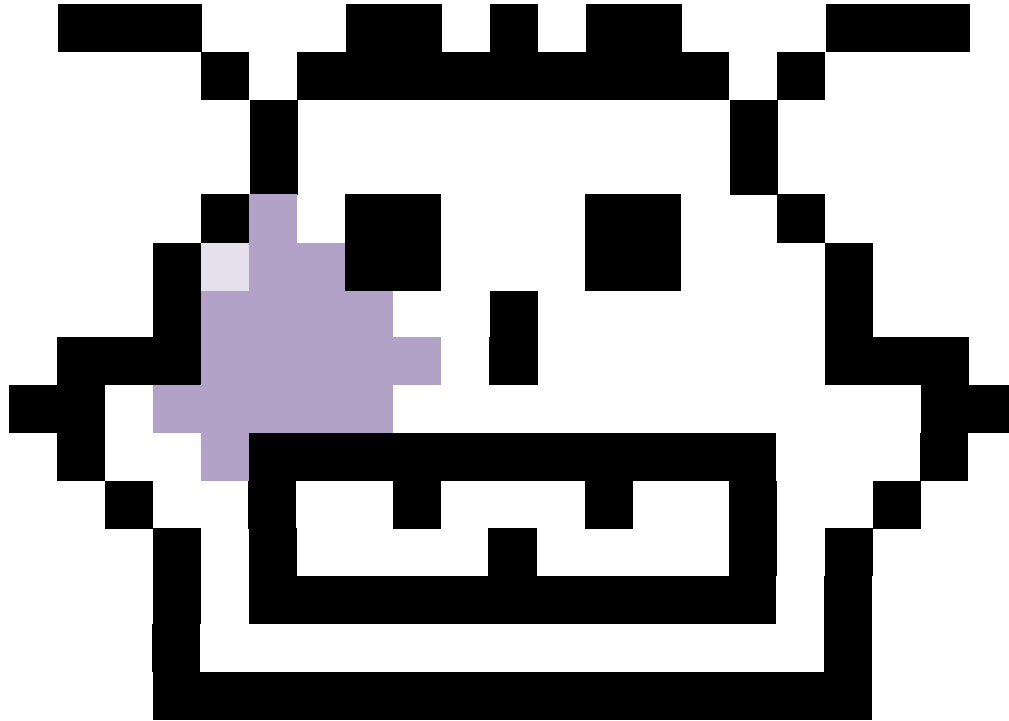
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (6,5)

to-do list

- (5,8)
- (6,9)
- (10,7)
- (9,6)
- (9,8)
- (8,5)
- (7,4)

Pop an element from the to-do list and assign it to v

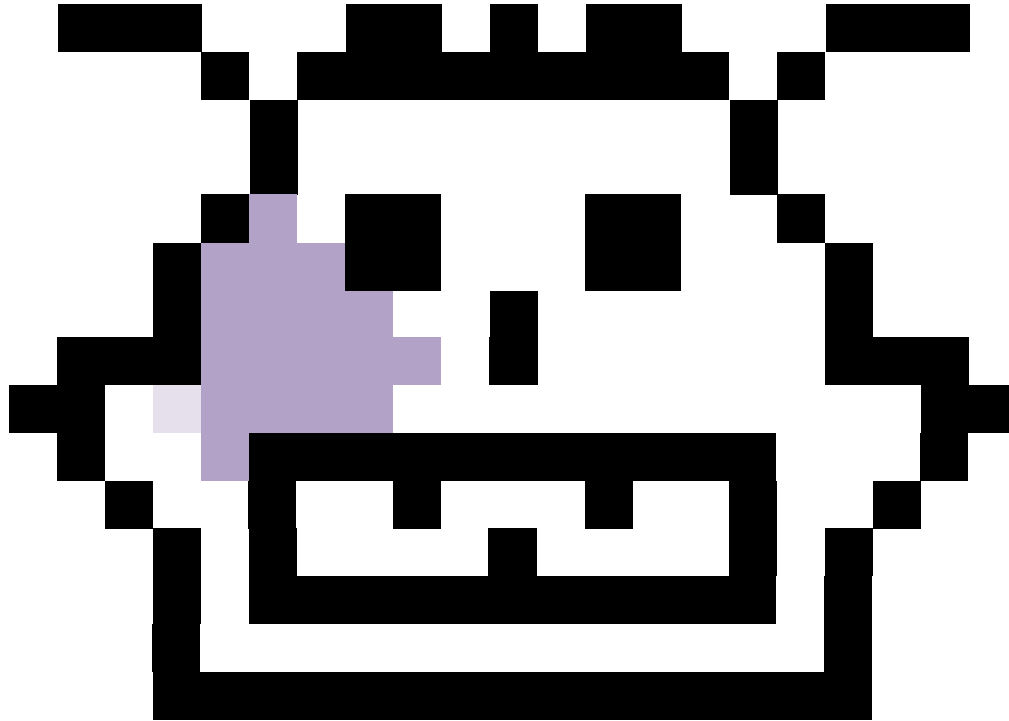
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (5,8)

to-do list

- (6,9)
- (10,7)
- (9,6)
- (9,8)
- (8,5)
- (7,4)

Pop an element from the to-do list and assign it to v

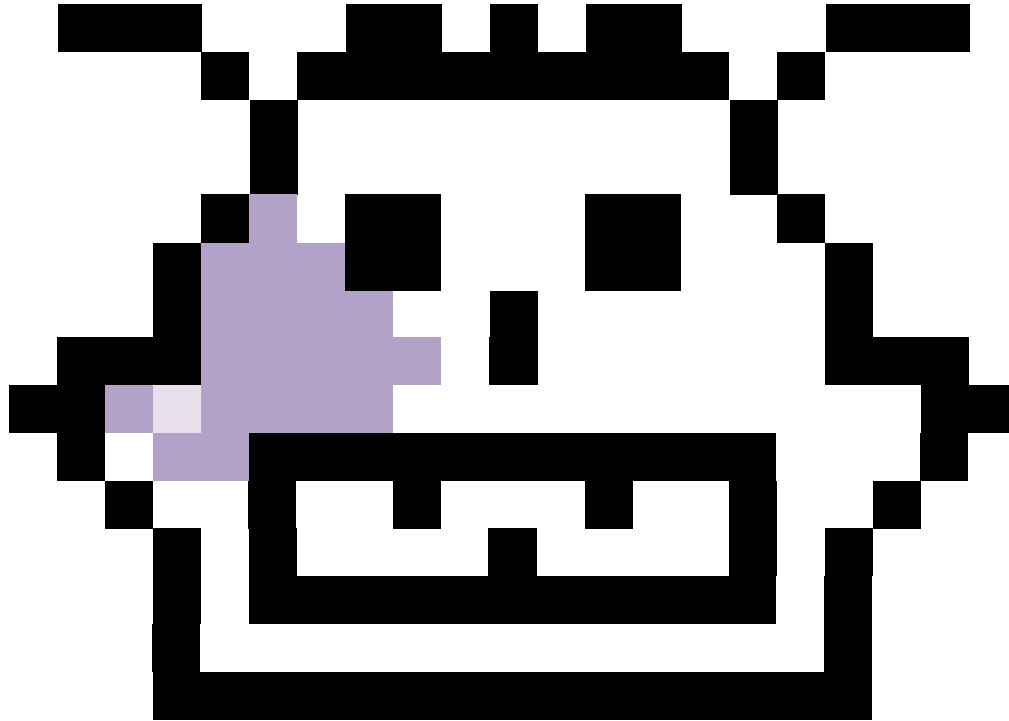
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (5,8)

to-do list

- (6,9)
- (10,7)
- (9,6)
- (9,8)
- (8,5)
- (7,4)
- (4,8)
- (5,9)

Pop an element from the to-do list and assign it to v

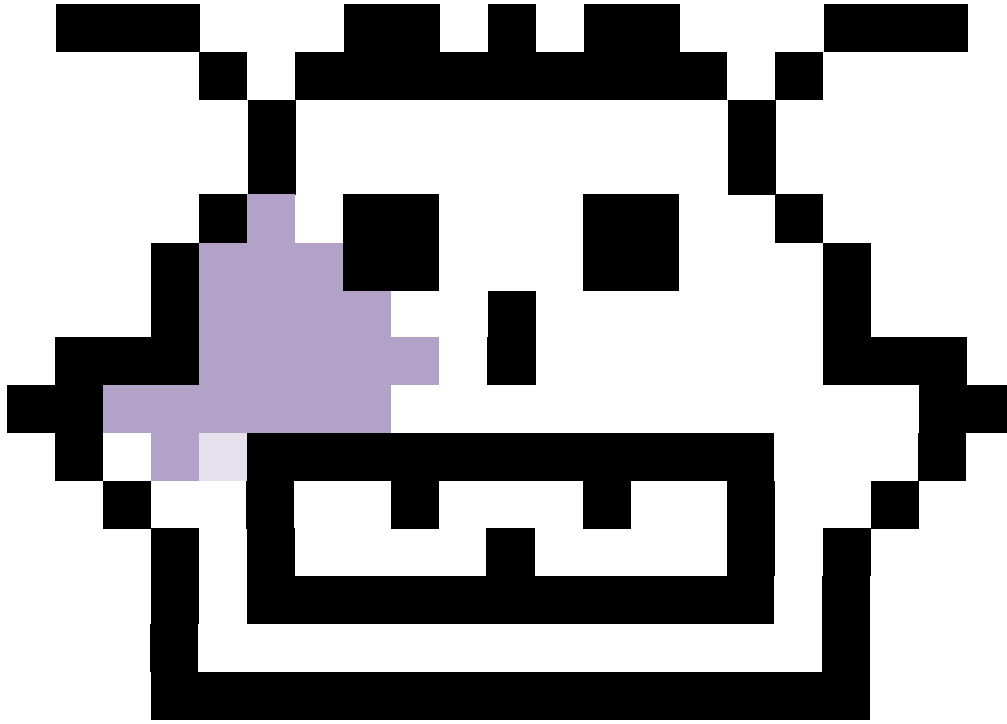
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (6,9)

to-do list

- (10,7)
- (9,6)
- (9,8)
- (8,5)
- (7,4)
- (4,8)
- (5,9)

Pop an element from the to-do list and assign it to v

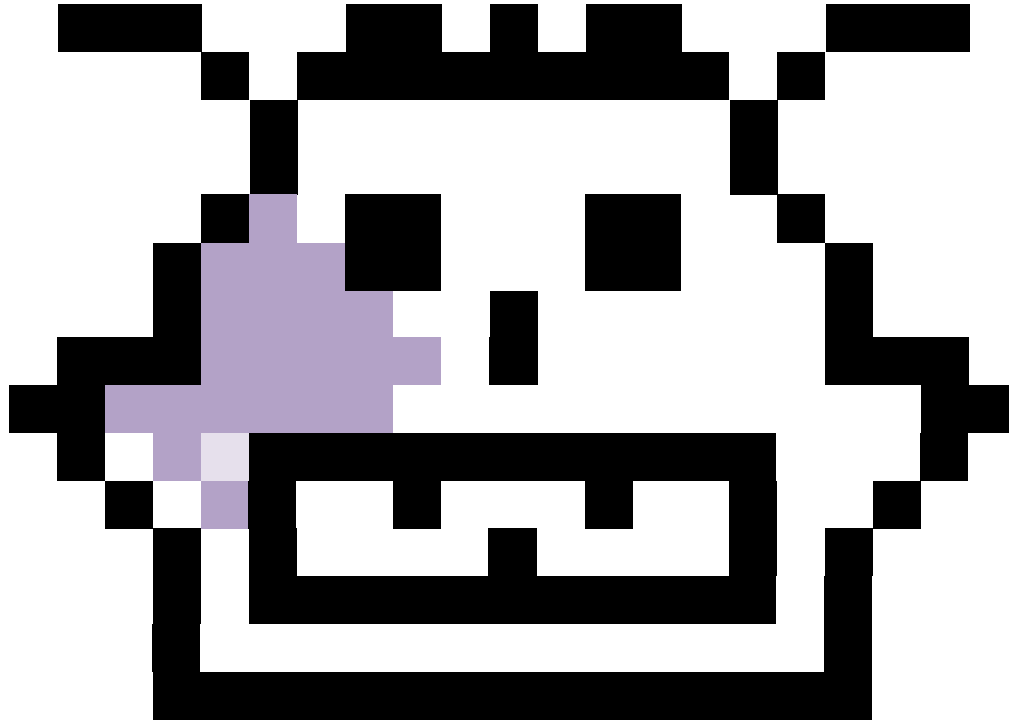
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (6,9)

to-do list

- (10,7)
- (9,6)
- (9,8)
- (8,5)
- (7,4)
- (4,8)
- (5,9)
- (6,10)

Pop an element from the to-do list and assign it to v

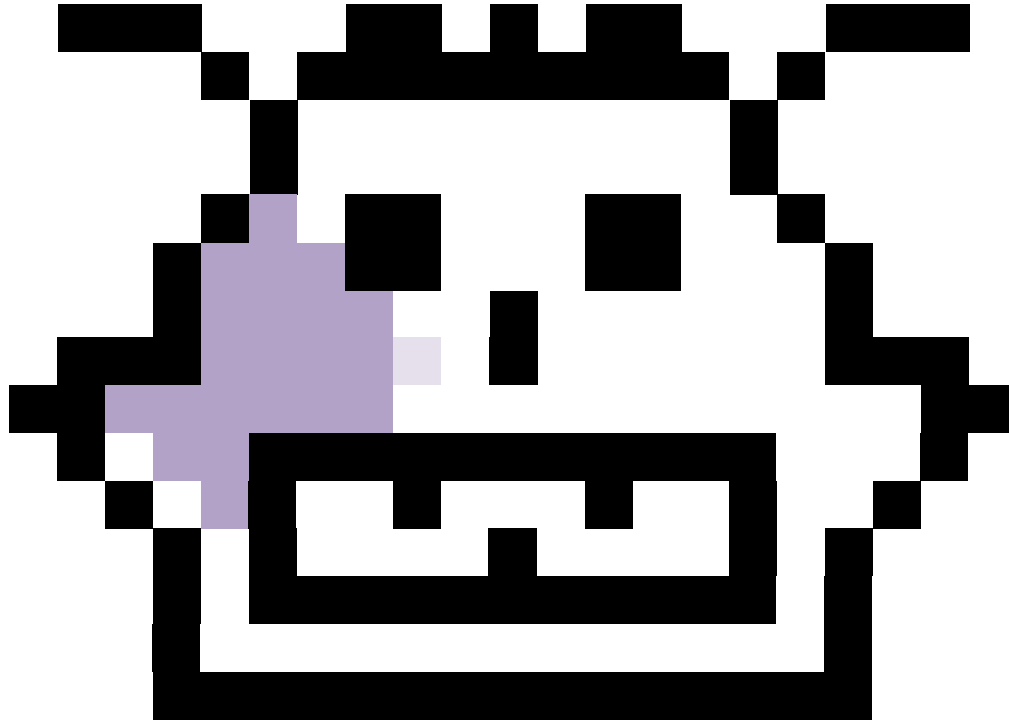
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (10,7)

to-do list

- (9,6)
- (9,8)
- (8,5)
- (7,4)
- (4,8)
- (5,9)
- (6,10)

Pop an element from the to-do list and assign it to v

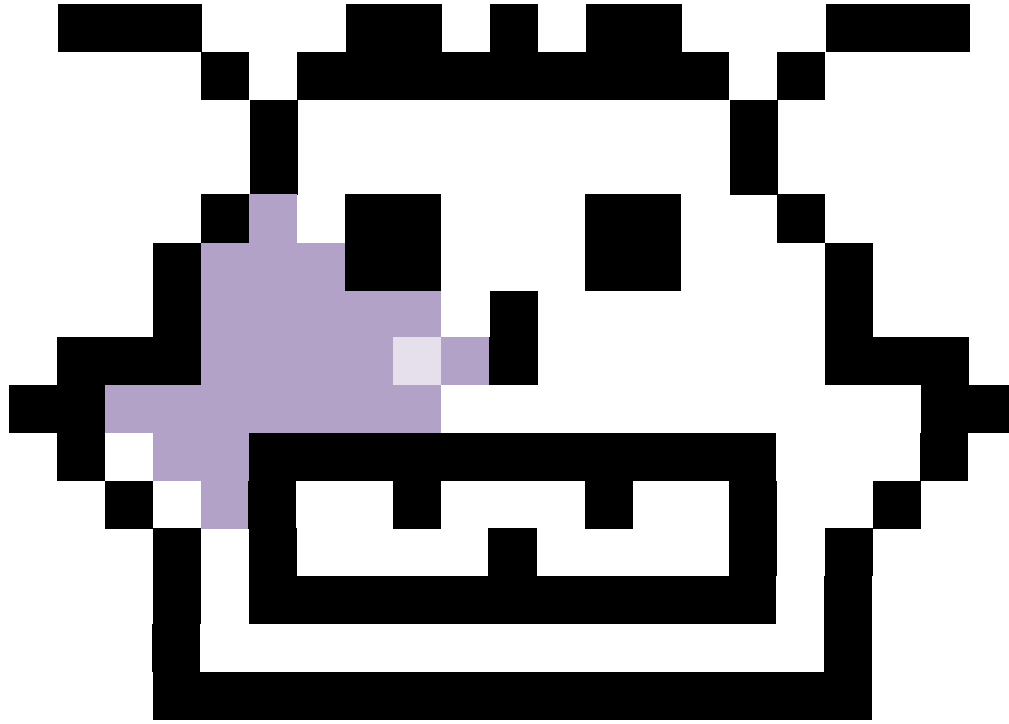
If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list

Loop while to-do list is not empty



spot (7,7)

c 

v (10,7)

to-do list

- (9,6)
- (9,8)
- (8,5)
- (7,4)
- (4,8)
- (5,9)
- (6,10)
- (11,7)
- (10,6)
- (10,8)

Pop an element from the to-do list and assign it to v

If v's left is empty, paint it and add to to-do list

If v's right is empty, paint it and add to to-do list

If v's above is empty, paint it and add to to-do list

If v's below is empty, paint it and add to to-do list