```c
#include <stdio.h>

struct Rectangle
{
    struct MyPoint
    {
        int x;
        int y;
    } point_01, point_02;

} rect = { {2, 3}, {5, 6} };

int main(void)
{
    //variable declarations
    int length, breadth, area;

    //code
    length = rect.point_02.y - rect.point_01.y;
    if (length < 0)
        length = length * -1;

    breadth = rect.point_02.x - rect.point_01.x;
    if (breadth < 0)
        breadth = breadth * -1;

    area = length * breadth;

    printf("\n\n");
    printf("Length Of Rectangle = %d\n\n", length);
    printf("Breadth Of Rectangle = %d\n\n", breadth);
    printf("Area Of Rectangle = %d\n\n", area);

    return(0);
}
```