```c
1  #include <stdio.h>
2
3  struct MyPoint
4  {
5      int x;
6      int y;
7  };
8
9  struct Rectangle
10 {
11     struct MyPoint point_01, point_02;
12 };
13
14 int main(void)
15 {
16     //variable declarations
17     int length, breadth, area;
18     struct Rectangle rect;
19
20     //code
21     printf("\n\n");
22     printf("Enter Leftmost X-Coordinate Of Rectangle : ");
23     scanf("%d", &rect.point_01.x);
24
25     printf("\n\n");
26     printf("Enter Bottommost Y-Coordinate Of Rectangle : ");
27     scanf("%d", &rect.point_01.y);
28
29     printf("\n\n");
30     printf("Enter Rightmost X-Coordinate Of Rectangle : ");
31     scanf("%d", &rect.point_02.x);
32
33     printf("\n\n");
34     printf("Enter Topmost Y-Coordinate Of Rectangle : ");
35     scanf("%d", &rect.point_02.y);
36
37     length = rect.point_02.y - rect.point_01.y;
38     if (length < 0)
39         length = length * -1;
40
41     breadth = rect.point_02.x - rect.point_01.x;
42     if (breadth < 0)
43         breadth = breadth * -1;
44
45     area = length * breadth;
46
47     printf("\n\n");
48     printf("Length Of Rectangle = %d\n\n", length);
49     printf("Breadth Of Rectangle = %d\n\n", breadth);
50     printf("Area Of Rectangle = %d\n\n", area);
51
52     return(0);
```

53 }
54