

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