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

```
53
54      return(0);
55 }
56
```