

```
1  #include <stdio.h>
2
3  int main(void)
4  {
5      //variable declarations
6      int length, breadth, area;
7
8      struct Rectangle
9      {
10         struct MyPoint
11         {
12             int x;
13             int y;
14         } point_01, point_02;
15
16         } rect = { { 2, 3 }, { 5, 6 } };
17
18         //code
19         length = rect.point_02.y - rect.point_01.y;
20         if (length < 0)
21             length = length * -1;
22
23         breadth = rect.point_02.x - rect.point_01.x;
24         if (breadth < 0)
25             breadth = breadth * -1;
26
27         area = length * breadth;
28
29         printf("\n\n");
30         printf("Length Of Rectangle = %d\n\n", length);
31         printf("Breadth Of Rectangle = %d\n\n", breadth);
32         printf("Area Of Rectangle = %d\n\n", area);
33
34         return(0);
35     }
36
```