

```
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 = { {2, 3}, {5, 6} };
21
22     //code
23     length = rect.point_02.y - rect.point_01.y;
24     if (length < 0)
25         length = length * -1;
26
27     breadth = rect.point_02.x - rect.point_01.x;
28     if (breadth < 0)
29         breadth = breadth * -1;
30
31     area = length * breadth;
32
33     printf("\n\n");
34     printf("Length Of Rectangle = %d\n\n", length);
35     printf("Breadth Of Rectangle = %d\n\n", breadth);
36     printf("Area Of Rectangle = %d\n\n", area);
37
38     return(0);
39 }
40
```