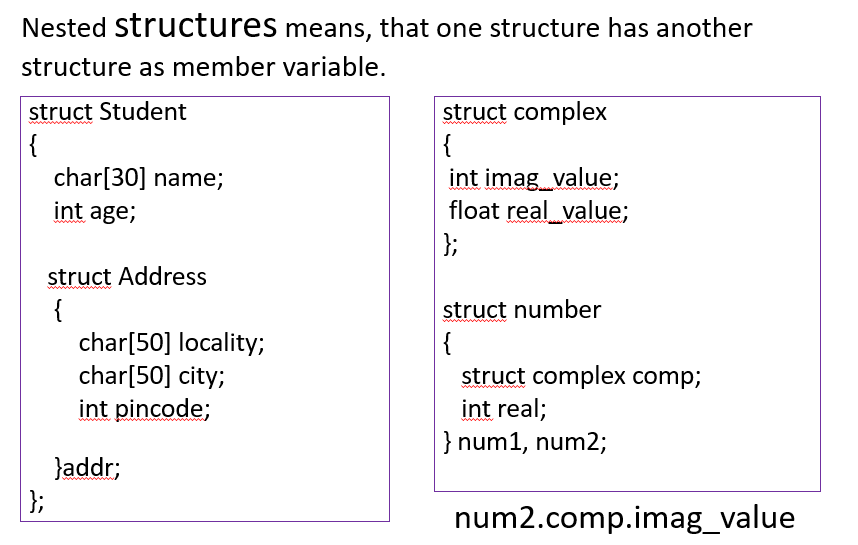
# Refer add\_two\_distances.c

# Array of Structures

# Nested Structures



# Structures as Function Arguments