# "Structure and Function"

```c
struct Rectangle {
    int length;
    int breadth;
};

void initialize (struct Rectangle *r, int l, int b) {
    r→length = l;
    r→breadth = r;
}

int area (struct Rectangle r) {
    return r.length * r.breadth;
}

void changeLength(struct Rectangle * r, int l) {
    r→length = l;
}

int main () {
    struct Rectangle n;
    initialize(&n, 10, 5);
    area(n);  →call by value
    changeLength(&n, 20);
}
```

length | 10
breadth | 5

20

n

length | 10 / 20
breadth | 5