Creating object and add object in C

#include <stdio.h>

typedef struct {

int value;

} Object;

Object addObjects(Object obj1, Object obj2) {

Object result;

result.value = obj1.value + obj2.value;

return result;

}

void displayObject(Object obj) {

printf("Object value: %d\n", obj.value);

}

int main() {

Object obj1;

Object obj2;

obj1.value = 5;

obj2.value = 10;

Object sum = addObjects(obj1, obj2);

displayObject(sum);

return 0;

}