Write a C program to define a structure struct Rectangle with members length and width. Create a pointer to a Rectangle variable, dynamically allocate memory for it, initialize the members, and print the values.

#include <stdio.h>

#include <stdlib.h>

struct Rectangle {

int length;

int width;

};

int main() {

struct Rectangle \*rect;

rect = (struct Rectangle \*)malloc(sizeof(struct Rectangle));

if (rect == NULL) {

printf("Memory allocation failed!\n");

return 1;

}

rect->length = 10;

rect->width = 5;

printf("Rectangle length: %d\n", rect->length);

printf("Rectangle width: %d\n", rect->width);

return 0;

}