

```
1 #include<stdio.h>
2 #include<math.h>
3
4 struct eDistance
5 {
6     double x;
7     double y;
8 };
9
10
11 double findDistance(struct eDistance p1,struct eDistance p2)
12 {
13     double result = sqrt((p1.x - p2.x)*(p1.x - p2.x)+(p1.y - p2.y)*(p1.y - p2.y));
14     return result;
15 }
16
17
18 int main()
19 {
20
21     struct eDistance p1 = {2,1};
22     struct eDistance p2 = {4,1};
23     double result = findDistance(p1,p2);
24     printf("answer is %lf ", result );
25     return 0;
26 }
27
28
29
30
31
32
```