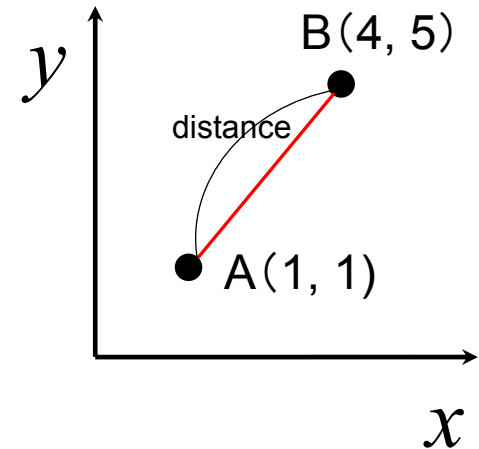# Exercise 5-4 struct_point.c

- Create a program struct_point.c that finds the distance between two points in a two-dimensional plane.

  - For the coordinates of a certain point, define a structure Point having x and y coordinates as members, and use it for distance calculation.

  - Use double type coordinates

  - The square root uses the mathematical function sqrt ()

  - The square can be "x * x" or "pow (x, 2)" using the mathematical function pow ().

  - Coordinates are assigned directly in the main function. You may substitute (1.0, 1.0), (4.0, 5.0) at the time of declaration.

Example of declaration：
struct Point a = {1.0, 1.0};
struct Point b = {5.0, 4.0};

  - Display the two coordinate values and the distance in the output.

B(4, 5)

y

distance

A(1, 1)

x

For mathematical functions
#include <math.h>
is necessary
(-lm for compilation)

Display example

```
a = (1.000000, 1.000000)
b = (5.000000, 4.000000)
distance = 5.000000
```