1. Write a program with a Pixel sturct.

   This Pixel struct has two integers: C and R (column and row)

   One function:

   void Display(Pixel P); // this function should print out the column and row for the pixel.

   Then, initialize 3 pixels (X, Y, Z).

   Then, execute the following operations:
   (1) Copy X's data to Z
   (2) X.C increated by 10
   (3) Copy Y's data to Y
   (4) Y's C increased by 10
   (5) Y's R increased by 20
   (6) Z's C decreased by 15
   (7) Display(X);
   (8) Display(Y);
   (9) Display(Z);

   Sample Output: