

```
1  #include <stdio.h>
2
3  struct MyPoint
4  {
5      int x;
6      int y;
7  };
8
9  struct Rectangle
10 {
11     struct MyPoint point_01;
12     struct MyPoint point_02;
13 };
14
15 struct Rectangle rect = { {2, 3}, {5, 6} };
16
17 int main(void)
18 {
19     //variable declarations
20     int length, breadth, area;
21
22     //code
23
24     length = rect.point_02.y - rect.point_01.y;
25     if (length < 0)
26         length = length * -1;
27
28     breadth = rect.point_02.x - rect.point_01.x;
29     if (breadth < 0)
30         breadth = breadth * -1;
31
32     area = length * breadth;
33
34     printf("\n\n");
35     printf("Length Of Rectangle = %d\n\n", length);
36     printf("Breadth Of Rectangle = %d\n\n", breadth);
37     printf("Area Of Rectangle = %d\n\n", area);
38
39     return(0);
40 }
41
```