```c
#include <stdio.h>

struct MyPoint
{
    int x;
    int y;
};

struct Rectangle
{
    struct MyPoint point_01;
    struct MyPoint point_02;
};

struct Rectangle rect = { {2, 3}, {5, 6} };

int main(void)
{
    //variable declarations
    int length, breadth, area;

    //code

    length = rect.point_02.y - rect.point_01.y;
    if (length < 0)
        length = length * -1;

    breadth = rect.point_02.x - rect.point_01.x;
    if (breadth < 0)
        breadth = breadth * -1;

    area = length * breadth;

    printf("\n\n");
    printf("Length Of Rectangle = %d\n\n", length);
    printf("Breadth Of Rectangle = %d\n\n", breadth);
    printf("Area Of Rectangle = %d\n\n", area);

    return(0);
}
```