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