

```
1  #include <stdio.h>
2
3  // DEFINING STRUCT ...
4  struct MyPoint
5  {
6      int x;
7      int y;
8  } point_A, point_B, point_C, point_D, point_E; //Declaring 5 struct variables of type 'struct MyPoint' globally...
9
10 int main(void)
11 {
12     //code
13     //Assigning Data Values To The Data Members Of 'struct MyPoint' variable 'point_A'
14     point_A.x = 3;
15     point_A.y = 0;
16
17     //Assigning Data Values To The Data Members Of 'struct MyPoint' variable 'point_B'
18     point_B.x = 1;
19     point_B.y = 2;
20
21     //Assigning Data Values To The Data Members Of 'struct MyPoint' variable 'point_C'
22     point_C.x = 9;
23     point_C.y = 6;
24
25     //Assigning Data Values To The Data Members Of 'struct MyPoint' variable 'point_D'
26     point_D.x = 8;
27     point_D.y = 2;
28
29     //Assigning Data Values To The Data Members Of 'struct MyPoint' variable 'point_E'
30     point_E.x = 11;
31     point_E.y = 8;
32
33     //Displaying Values Of The Data Members Of 'struct MyPoint' (all variables)
34     printf("\n\n");
35     printf("Co-ordinates (x, y) Of Point 'A' Are : (%d, %d)\n\n", point_A.x, point_A.y);
36     printf("Co-ordinates (x, y) Of Point 'B' Are : (%d, %d)\n\n", point_B.x, point_B.y);
37     printf("Co-ordinates (x, y) Of Point 'C' Are : (%d, %d)\n\n", point_C.x, point_C.y);
38     printf("Co-ordinates (x, y) Of Point 'D' Are : (%d, %d)\n\n", point_D.x, point_D.y);
39     printf("Co-ordinates (x, y) Of Point 'E' Are : (%d, %d)\n\n", point_E.x, point_E.y);
40
41     return(0);
42 }
43
```