

```
1  #include <stdio.h>
2
3  int main(void)
4  {
5      //variable declarations
6      int length, breadth, area;
7
8      struct MyPoint
9      {
10         int x;
11         int y;
12     };
13
14     struct Rectangle
15     {
16         struct MyPoint point_01;
17         struct MyPoint point_02;
18     };
19
20     struct Rectangle rect;
21
22     //code
23     printf("\n\n");
24     printf("Enter Leftmost X-Coordinate Of Rectangle : ");
25     scanf("%d", &rect.point_01.x);
26
27     printf("\n\n");
28     printf("Enter Bottommost Y-Coordinate Of Rectangle : ");
29     scanf("%d", &rect.point_01.y);
30
31     printf("\n\n");
32     printf("Enter Rightmost X-Coordinate Of Rectangle : ");
33     scanf("%d", &rect.point_02.x);
34
35     printf("\n\n");
36     printf("Enter Topmost Y-Coordinate Of Rectangle : ");
37     scanf("%d", &rect.point_02.y);
38
39     length = rect.point_02.y - rect.point_01.y;
40     if (length < 0)
41         length = length * -1;
42
43     breadth = rect.point_02.x - rect.point_01.x;
44     if (breadth < 0)
45         breadth = breadth * -1;
46
47     area = length * breadth;
48
49     printf("\n\n");
50     printf("Length Of Rectangle = %d\n\n", length);
51     printf("Breadth Of Rectangle = %d\n\n", breadth);
52     printf("Area Of Rectangle = %d\n\n", area);
53
54     return(0);
55 }
56
```