```c
#include <stdio.h>

int main(void)
{
    // DEFINING STRUCT ...
    struct MyPoint
    {
        int x;
        int y;
    } point_A, point_B, point_C, point_D, point_E; //Declaring 5 struct variables of type 'struct MyPoint' locally...

    //code
    //Assigning Data Values To The Data Members Of 'struct MyPoint' variable 'point_A'
    point_A.x = 3;
    point_A.y = 0;

    //Assigning Data Values To The Data Members Of 'struct MyPoint' variable 'point_B'
    point_B.x = 1;
    point_B.y = 2;

    //Assigning Data Values To The Data Members Of 'struct MyPoint' variable 'point_C'
    point_C.x = 9;
    point_C.y = 6;

    //Assigning Data Values To The Data Members Of 'struct MyPoint' variable 'point_D'
    point_D.x = 8;
    point_D.y = 2;

    //Assigning Data Values To The Data Members Of 'struct MyPoint' variable 'point_E'
    point_E.x = 11;
    point_E.y = 8;

    //Displaying Values Of The Data Members Of 'struct MyPoint' (all variables)
    printf("\n\n");
    printf("Co-ordinates (x, y) Of Point 'A' Are : (%d, %d)\n\n", point_A.x, point_A.y);
    printf("Co-ordinates (x, y) Of Point 'B' Are : (%d, %d)\n\n", point_B.x, point_B.y);
    printf("Co-ordinates (x, y) Of Point 'C' Are : (%d, %d)\n\n", point_C.x, point_C.y);
    printf("Co-ordinates (x, y) Of Point 'D' Are : (%d, %d)\n\n", point_D.x, point_D.y);
    printf("Co-ordinates (x, y) Of Point 'E' Are : (%d, %d)\n\n", point_E.x, point_E.y);

    return(0);
}
```