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