

```
1  #include <stdio.h>
2
3  //DEFINING STRUCT
4  struct MyPoint
5  {
6      int x;
7      int y;
8  };
9
10 int main(void)
11 {
12     //variable declarations
13     struct MyPoint point_A, point_B, point_C, point_D, point_E; //declaring 5
14     struct variables of type 'struct MyPoint' locally...
15
16     //code
17     //Assigning Data Values To The Data Members Of 'struct MyPoint' variable
18     'point_A'
19     point_A.x = 3;
20     point_A.y = 0;
21
22     //Assigning Data Values To The Data Members Of 'struct MyPoint' variable
23     'point_B'
24     point_B.x = 1;
25     point_B.y = 2;
26
27     //Assigning Data Values To The Data Members Of 'struct MyPoint' variable
28     'point_C'
29     point_C.x = 9;
30     point_C.y = 6;
31
32     //Assigning Data Values To The Data Members Of 'struct MyPoint' variable
33     'point_D'
34     point_D.x = 8;
35     point_D.y = 2;
36
37     //Assigning Data Values To The Data Members Of 'struct MyPoint' variable
38     'point_E'
39     point_E.x = 11;
40     point_E.y = 8;
41
42     //Displaying Values Of The Data Members Of 'struct MyPoint' (all variables)
43     printf("\n\n");
44     printf("Co-ordinates (x, y) Of Point 'A' Are : (%d, %d)\n\n", point_A.x,
45     point_A.y);
46     printf("Co-ordinates (x, y) Of Point 'B' Are : (%d, %d)\n\n", point_B.x,
47     point_B.y);
48     printf("Co-ordinates (x, y) Of Point 'C' Are : (%d, %d)\n\n", point_C.x,
49     point_C.y);
50     printf("Co-ordinates (x, y) Of Point 'D' Are : (%d, %d)\n\n", point_D.x,
51     point_D.y);
52     printf("Co-ordinates (x, y) Of Point 'E' Are : (%d, %d)\n\n", point_E.x,
53     point_E.y);
54
55     return(0);
56 }
```