

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