**//Book R-B page # 158(qtn # 2)……………………………….**

#include<iostream> //header files

using namespace std;

struct point //declaration the structure

{

int xCO; //member variables or data member

int yCO;

};

void main()

{

system("color b0"); //graphic code

point p1,p2,p3; //defining the struct

cout<<"\n\nEnter Xcoordinates & Ycoordinates"<<endl;

cout<<"\nEnter the x & y points of Xcoordinates P1(x1,y2)=";

cin>>p1.xCO;

cin>>p1.yCO;

cout<<"\nEnter the x & y points of Ycoordinates P2(x1,y2)=";

cin>>p2.xCO;

cin>>p2.yCO;

cout<<"\n\nTHE SUM OF POINTS OF XY-COORDINATES="<<endl;

p3.xCO=p1.xCO+p2.xCO; //sum formula

p3.yCO=p1.yCO+p2.yCO;

cout<<"\n\nP1(x1,y2)+P2(x1,y2)="<<p3.xCO<<","<<p3.yCO<<endl;

getchar();

getchar();

}