

```
#include <iostream>
using namespace std;

struct Rectangulo {
float base, altura;
};

float calcularArea(Rectangulo r){
return r.base * r.altura;
}

int main(){
Rectangulo r;
cout << "Base: ";
cin >> r.base;
cout << "Altura: ";
cin >> r.altura;
cout << "Area: " << calcularArea(r);
return 0;
}
```