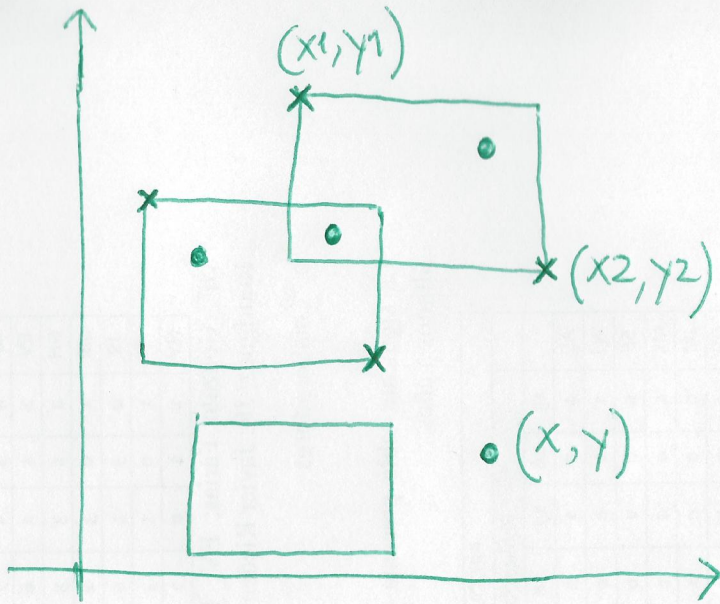


```

typedef struct {
    int x;
    int y;
} ponto;

```



```

typedef struct {
    int x1, y1;
    int x2, y2;
} retangulo;

```

P

0	1	2	3	...
x	x	x	x	...
y	y	y	y	...

R

0	1	2	3	...
x1 y1	x1 y1	x1 y1	x1 y1	...
x2 y2	x2 y2	x2 y2	x2 y2	...