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#include <stdio.h>

struct person
{
    int age;
    float weight;
};

Int main()
{
    struct person *personPtr, person1;
    personPtr = &person1;

    printf("Enter age: ");
    scanf("%d", &personPtr->age);

    printf("Enter weight: ");
    scanf("%f", &personPtr->weight);

    printf("Displaying:\n");
    printf("Age: %d\n", personPtr->age);
    printf("weight: %f", personPtr->weight);

    return 0;
}
```