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;}