#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;

}