```c
#include <stdio.h>
struct Student {
    int age;
    int marks;
};
int ValidateAge (int age)
{
    if (age < 0)
        return -1;
    else
        return 1;
}
int validate Marks (int marks)
{
    if ( marks < 0 || marks > 100)
        return -1;
    else return 1;
}
int quality (int age, int marks)
{
    if (age > 20 && marks >= 65)
        return 1;
    else
        return 0;
}
int main ()
{
    struct student s;
```

```c
    int checkAge, checkMarks, qualified;
    printf("enter age and marks:\n");
    scanf("%d %d", &s.age, &s.marks);
    checkAge = validateAge(s.age);
    checkMarks = validateMarks(s.score);
    if(checkAge==1 && checkMarks==1){
        qualified = quality(s.age, s.marks);

        if(qualified==1)
            printf("Qualified!!");
        else
            printf("Not Qualified");
    }
    else
        printf("Invalid age or marks");
    return 0;
}
```