

```
#include <stdio.h>
#include <math.h>
#include <stdlib.h>
```

```
struct student
{
```

```
    int age;
    int studentid;
    float marks;
```

```
}
```

```
typedef struct student;
```

```
int main()
{
```

```
    student s;
```

```
    printf("Enter student id:");
```

```
    scanf("%d", &s.studentid);
```

```
    printf("Enter the age of student:");
```

```
    scanf("%d", &s.age);
```

```
    printf("Enter marks of student");
```

```
    scanf("%f", &s.marks);
```

```
    if (s.age <= 20)
```

```
    {
```

```
        printf("Enter valid age");
```

```
    }
```

```
    if ((s.marks < 0) || (s.marks > 100))
```

```
    {
```

```
        printf("Enter valid marks");
```

```
    }
```

```
    if (s.marks > 65)
```

```
    {
```

```
        printf("This student is  
eligible");
```


} ...

else ...

{ ...

printf("Student not eligible")

} ...

}

...

...

...

...

(...)

...

(...)

...

...