**1.Embedded Systems**

* **Example**: Microcontroller programming in devices like IoT products, automotive control units, and medical devices.
* **Reason**: C allows low-level hardware control, efficient memory usage, and performance in resource-constrained environments.

**2. Operating Systems**

* **Example**: Linux Kernel, Windows Kernel.
* **Reason**: C provides the performance and system-level access needed for managing hardware resources, process scheduling, and memory management in operating systems.

**3. Game Development**

* **Example**: Game engines like *id Tech* (used in *Doom*, *Quake*), graphics libraries like OpenGL.
* **Reason**: C's low-level control of hardware and performance optimization is essential for high-performance game rendering and physics simulation.