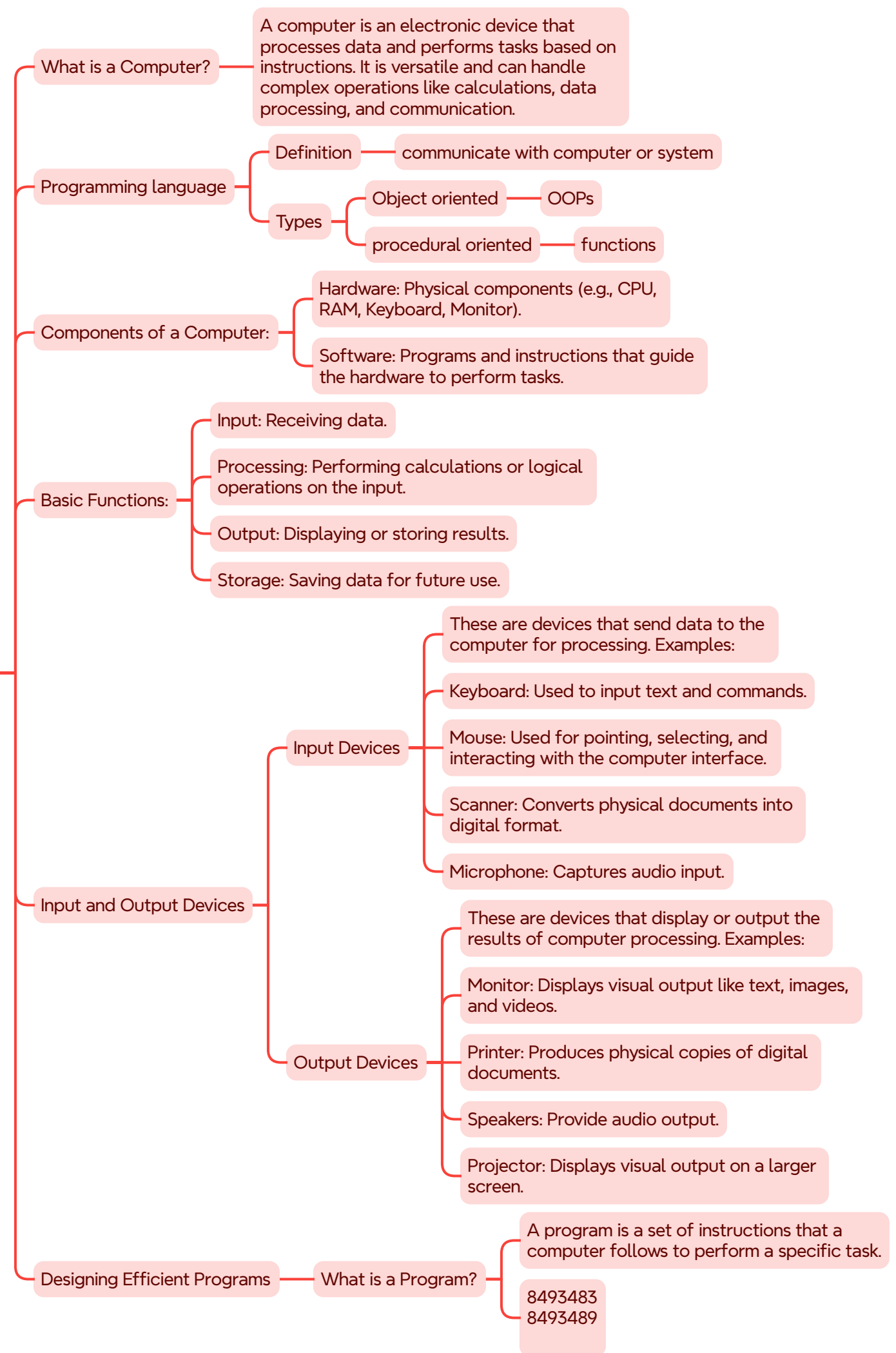


76 chapters

# C Language

## Introduction to Computers



## application of c language

- Operating Systems -5
- Embedded Systems -5
- Game Development -4
- Database Management Systems -1
- Compilers and Interpreters -4
- Networking and Socket Programming -6
- Graphics and Image Processing -5
- Embedded AI/ML -2
- High-Performance Applications -4
- Browsers and Web Servers -2
- Security and Cryptography -4

## Basics