Copilot

Certainly! Below is an example of how you can structure your `main.cpp`, `dummy.h`, and `dummy.cpp` files to call a function from `dummy.cpp`:

1. **`dummy.h`** (Header file):

```
// dummy.h
#ifndef DUMMY_H
#define DUMMY_H

int dummyFunction();

#endif // DUMMY_H
```

2. **`dummy.cpp`** (Implementation file):

```
// dummy.cpp
#include "dummy.h"
#include <iostream>

int dummyFunction()
{
    int value = 1;
    std::cout << "Calling dummyFunction()" << std::endl;
    return value;
}
```

3. **`main.cpp`** (Main program):

```
// main.cpp
#include "dummy.h"
#include <iostream>

int main()
{
    int result = dummyFunction();
    std::cout << "Result from dummyFunction: " << result << std::endl;
    return 0;
}
```

Compile both `dummy.cpp` and `main.cpp` together to create an executable:

```
g++ dummy.cpp main.cpp -o my_program
./my_program
```

This will call `dummyFunction()` from `dummy.cpp` and display the result.