**Upload .dll file to C# project**

[**Beginning Game Programming with C#**](https://class.coursera.org/gameprogramming-001/class/index)  **by Dr. Tim "Dr. T" Chamillard**

You’re going to be using a ConsoleCards namespace that I wrote for you. Remember, namespaces give us a library of classes that someone else wrote for us to use.

To actually use any of the classes in the ConsoleCards namespace in your Program.cs file, though, you need to use the namespace. To do that, add the following code below the using statements already included at the top of the Program class:

using ConsoleCards;

**Visual Studio Users**

Up to this point in the course, I’ve been giving you the source code for the classes I wrote for you, but that’s really not the way it’s actually done most of the time. In practice, people distribute code like this using **dynamic link libraries (dlls).** That’s how we’re doing it for this assignment.

To give your project access to the dll you extracted from the zip file you downloaded, the first thing you need to do is add a reference to your project.

To do that, do the following:

1.       Right click References in the Solution Explorer pane at the upper right corner of the IDE

2.       Click Add Reference …

3.       Click the Browse tab in the dialog that appears

4.       Browse to the dll you extracted

5.       Select the dll and click the OK button

The above steps make the code in the dll available to the code in your project.









