How To Build Your Own Library

① Start a new Project
→ C/C# Static Library

② Add the files (.c, .h) and make the library
→ lib xxxx.a (Mac)/Linux
lib xxxx.dll (Window

③ Tell your main Project about the library

(i) File → Project Properties (~) →
Build → C Compiler → General → Include Directories
Add ../My Library Project

(ii) Build → Linker → General →
√ Additional Library Directories. Add

(iii) Build → Linker → Libraries Add