Static Library Demonstration.

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In the C programming language, a static library is a compiled archived file(.a) containing a group of relocatable object files which contains all symbols required by the main program to operate (functions, variables etc.). Static library object files instead are loaded near the end of compilation during its linking phase.

Creating a Static Library:

-Create header files containing declarations.

We use "extern" so we tell the compiler that the symbols included in the headers will be resolved at linking time.

-Create Source files containing definitions for declarations.

-Compile these files to create object file(.o) only without linking:

gcc -c can.c

Note: -c is an option to compile and assemble, but do not link.

```
Ismail@DESKTOP-804MG0N MINGW64 /d/ISMAIL
son1/Static-Library (main)
$ gcc -c can.c

Ismail@DESKTOP-804MG0N MINGW64 /d/ISMAIL
son1/Static-Library (main)
$ ls
build.bat can.c can.h can.o main.c
```

-Archive the object files into a static library.

```
Ismail@DESKTOP-804MGON MINGW64 /d/ISMAIL/Senior2/
son1/Static-Library (main)
$ ar -rcs libCan.a can.o

Ismail@DESKTOP-804MGON MINGW64 /d/ISMAIL/Senior2/
son1/Static-Library (main)
$ ls
build.bat can.c can.h can.o libCan.a main.c
```

-Using the newly created static library we can link it with the main normally without the source file.

```
$ ls
build.bat can.h libCan.a main.c
Ismail@DESKTOP-804MG0N MINGW64 /d/I
son1/Static-Library (main)
$ gcc main.c libCan.a -o main.exe
Ismail@DESKTOP-804MG0N MINGW64 /d/I
son1/Static-Library (main)
$ ./main.exe
CAN INIT >>>
```