AIM: Create a program by using DLL

Code:

pra11_ClassLibrary

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
namespace pra11_ClassLibrary
{
   public class Class1
   {
      public int add(int a, int b)
      { return a + b; }
   }
}
```

pra11_ConsoleApp1

```
using pra11_ClassLibrary;
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
namespace pra11_ConsoleApp1
{
   internal class Program
   {
      static void Main(string[] args)
      {
         pra11_ClassLibrary.Class1 c = new Class1();
         int t = c.add(10, 20);
         Console.WriteLine("Addition={0}",t);
         Console.ReadKey();
      }
   }
}
```

PRACTICAL NO.11

OUTPUT: