1. Packaging a collection of object files into a single file.
2. Static library and a dynamic linked library. Static works like the object files its made of with the object files becoming part of the executable when linked. Dynamic linked library shared object libraries remain separate from the executable.
3. The package manager keeps track of all dependencies and files reliant on other projects to ensure that everything is compatible. Sometimes it might be better if distributing code to have the user install the libraries themselves, since it is easier for you to control.
4. A struct is a class with no methods and only public data members