

TIPS-1 FOR Windows User

1. In windows, dynamic linking Library extension is **.dll** where as in linux/MAC it's **.so**
2. So, while creating library, we **shouldn't** use **.so** as the output in windows.

So solution is, change the name of the library output file to **mod2.dll** and while linking also we need to write the complete dll name with extension ex: **mod2.dll**

Ex:

During library creation:

```
g++ -fPIC -shared mod2.cpp -o mod2.dll
```

Using the library:

```
g++ test_mod2.cpp -L. mod2.dll -o testOutput
```

Lorem Ipsum