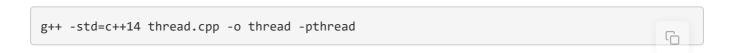
Building an Executable

In this lesson, we'll briefly examine the final step of library usage: linking our executable with libraries.

It is only seldom necessary to link explicitly against a library. That sentence is platform dependent. For example, with the current g++ or clang++ compiler, you have to link against the pthread library to get the multithreading functionality.



Now that we know how to use libraries, let's dive into the C++ Standard library and learn about the various utilities it has to offer.