1. Three projects are included.
2. ASM.ImageProcessingPackage which is the C# desktop application which will contain the GUI and will call the required functions written by assembly using a DLL.
3. The second project is assembly class library project that will export a .dll file to be used within the C# desktop app.
4. The third project named Csharp.ConsoleApp for testing how the C# interacts with the .dll file (you can start from here to learn how to bind C# with the DLL file).
5. You will find a code sample in both C# project and the assembly class library project.
6. Modify the code in DLL class library written with assembly, then rebuild the project.
7. After rebuilding the project, a file named "Project.dll" will be exported to the Debug folder of the class library project.
8. Project.dll file will be copied automatically to ASM.ImageProcessingPackage\bin\debug folder.
9. Check it by yourself and if you didn't find it, copy it manually to ASM.ImageProcessingPackage\bin\debug.