Create 2 folders inside

D:\your\_name\MyC++

**developer and client**

go to Visual Studio 2010

File

New

Project

Win32

**Win32 Project**

Name “**devpro**”

Location **D:\your\_name\MyC++\developer\**

Next

In “**Application Settings**” window

Select “**dll**”

select “Empty projects”

Click on “**finish**”

Right click on “**devpro**”

**Add**

**New item**

Select “**header file (.h)** “

Name “**head1**”

Type the following

\_declspec(dllimport)void disp2();

And “**save**”.

Right click on “**devpro**”

Add

New item

Select “**C++ file (.cpp)** “

Name “**first.c**”

Location: D:\your\_name\MyC++\developer\devpro\devpro

Type the following code

#include<stdio.h>

\_declspec(dllexport) void disp2()

{

puts("welcome to dll c prog");

}

Select “Release” mode

Compile it. – ctrl+f7

Build it – f7

Maku sure it will create “devpro.dll”

Inside “D:\your\_name\MyC++\developer\devpro\Release”

Copy “**devpro.dll**” ,”**devpro.lib**” and “**head1.h**” and to “**D:\your\_name\MyC++\client**” folder.

Go to “**File**” menu and select “**Close Solution**”.

Go to “File”

New

Project

Win32

**Win32 Console Application**

Name : **clientpro**

Location: **D:\your\_name\MyC++\client \**

Click on “Next”

From the “**Application Setting** “ window

Select “**Console Application**” and “**Empty project**”

Right click on “**clientpro**”

Add

New item

**C++ file (.cpp)**

Name : **user.c**

Type the following code

#include<stdio.h>

int main()

{

puts("before");

disp2();

puts("after");

}

Change to “**Release**” mode.

And compile. It will give a warning

“disp2 undefined, assuming return type int”

Add following statement in the above code

**#include "D:\your\_name\MyC++\client\head1.h"**

Save and compile.

It will compile successfully.

Now press f7 to build.

It will give u **linking error** **error LNK2001: unresolved external symbol \_disp2**

to solve this problem:

right click on “**clientpro**”

**properties**

**configuration properties**

**linker**

**input**

**Additional Dependencies**

From the right side button select “**Additional Dependencies window**”

And type “**D:\your\_name\MyC++\client \devpro.lib”.**

Click on “apply” and “**ok**”

Save

Press f7 to build.

It will buid successfully and create user.exe

Press ctrl+f5 to run, it will give runtime error “devpro.dll” not found.

Now copy “**devpro.dll**” to “**D:\your\_name\MyC++\client** **\clientpro\Release**”

Press ctrl+f5 to run, it will run successfully.

**Here “devpro.lib” contains the name of “devpro.dll” which will be searched during runtime. i.e An import library (.lib) file contains information the linker needs to resolve external references to exported DLL functions, so the system can locate the specified DLL and exported DLL functions at run time.**

Now

make some changes in “devpro\first.c” and recreate “dll”.

File

Open solutions

D:\\your\_name\\developer

Make changes in “first.c”

Ctrl+f7 compile

f7 dll file

Copy “devpro.dll” once again in “**D:\your\_name\MyC++\client \clientpro\Release**” and run the client program without compiling or even buid. It will get the changes.

Note:- no need to copy “devpro.lib” again on client side.