عنوان مضمون

Visual Programming-II

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Class library

Class library

- As well as placing classes in separate files within your project, you can also place them in completely separate projects.

- A project that contains nothing but classes (along with other relevant type definitions, but no entry point) is called a *class library*.

- Class library projects compile into **.dll** assemblies, and you can access their contents by adding references to them from other projects

- This extends the encapsulation that objects provide because class libraries can be revised and updated without touching the projects that use them.

TRY IT

- Create a new project of type **Class Library** called **LIBcalculat**
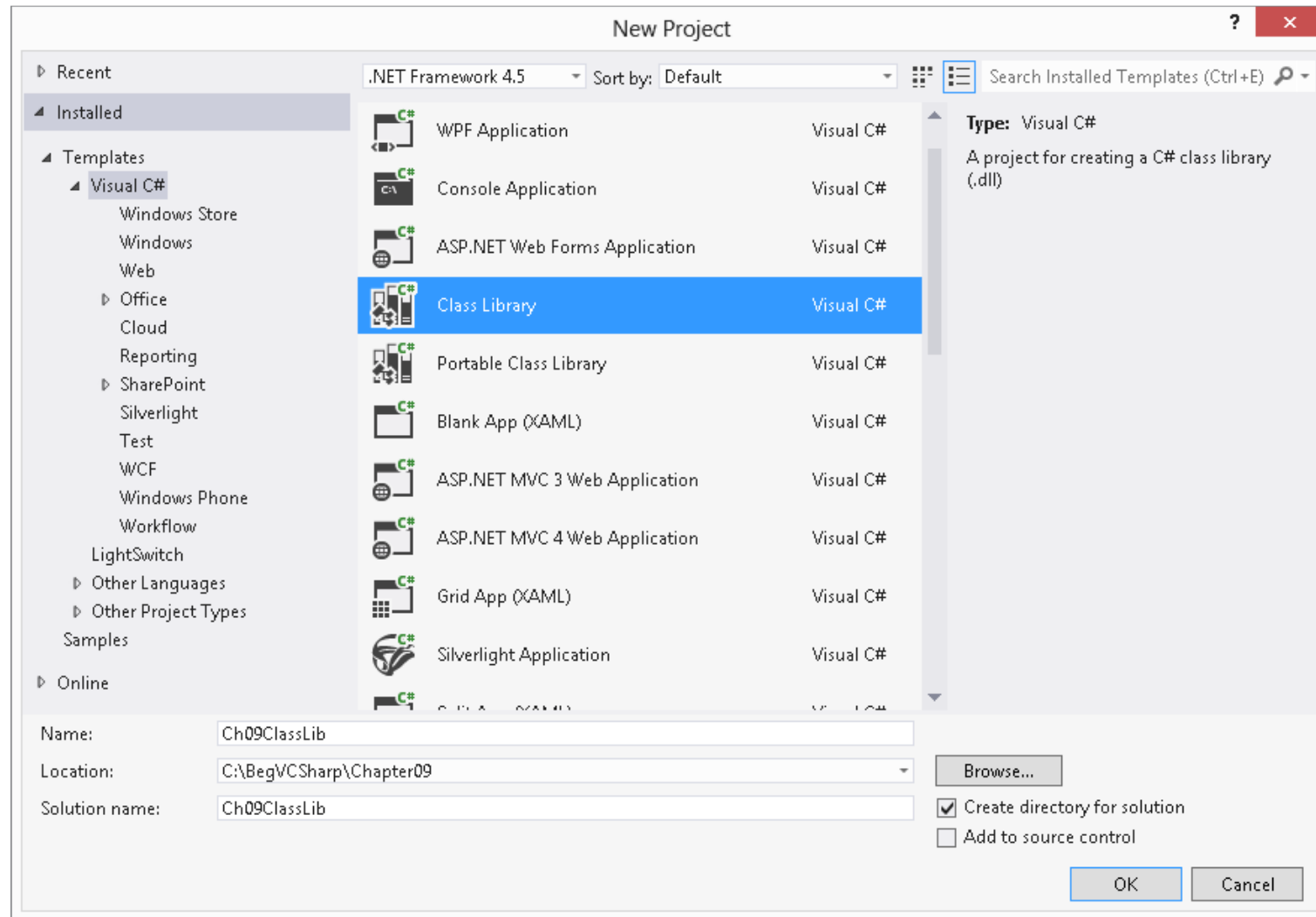
- Rename the file Class1.cs to comput.cs (by right-clicking on the file in the Solution Explorer window and selecting Rename). Click Yes on the dialog box that appears.
- Insert this function to comput class.

```
public int sum(int n1, int n2)
    {
        return (n1 + n2);
    }
```

- Compile the project (this project has no entry point, so you can't run it as normal — instead, you can build it by selecting Build ⇨ Build Solution).
- Check the address **LIBcalculat**\bin\Debug\, and find **LIBcalculat.dll**

- Create a new console application project
- Select Project ⇨ Add Reference, or select the same option after rightclicking References in the Solution Explorer window.

- Click the Browse tab, navigate **LIBcalculat**\bin\Debug\, and double-click on **LIBcalculat.dll**
- When the operation completes, confirm that a reference was added in Solution Explorer window

- Modify the code in Program.cs as follows:

```
using LIBcalculat;
namespace ConsoleApplication
{
    class Program
    {
        static void Main(string[] args)
        {
            comput aa = new comput();
            int d=aa.sum(3,4);
            Console.WriteLine(d);
        }
    }
}
```