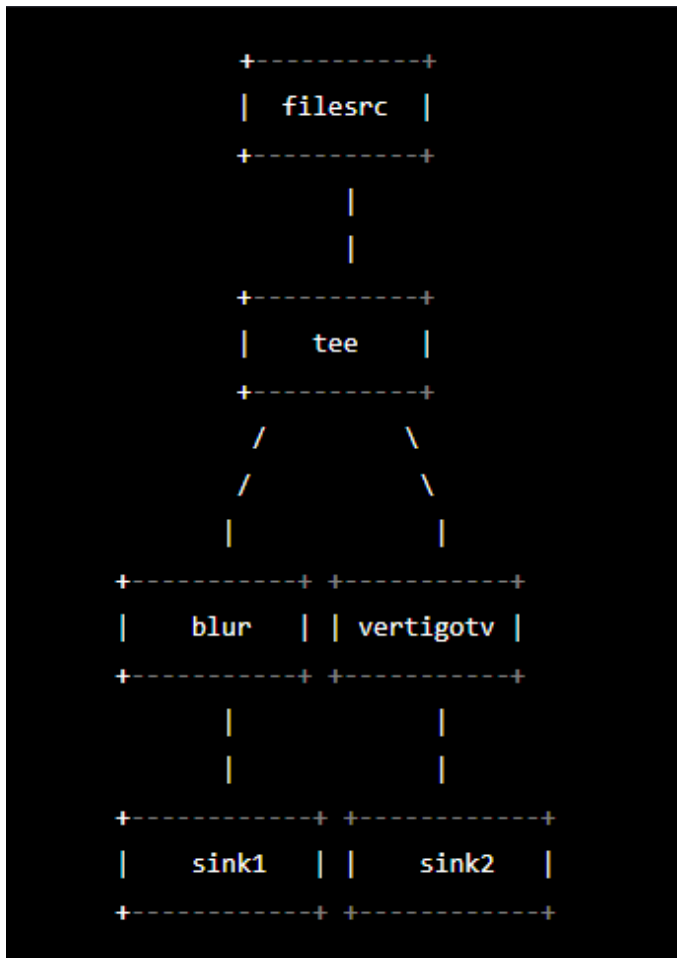


- 1) Tutorials Done.
- 2) Files attached.
- 3) Files attached



Alternatively, queue elements can be added to deal with thread issues around blur and vertigotv elements.

- 4) Files attached

```
application.cpp
1 #include <bits/stdc++.h>
2 using namespace std;
3
4 int sum(int a, int b);
5
6 int main(){
7     cout << "Sum of 5 & 6 is " << sum(5,6) << "\n";
8     return 0;
9 }
10
```

```
shared_library.cpp
1 #include <bits/stdc++.h>
2 using namespace std;
3
4 int sum(int a, int b){
5     return (a+b);
6 }
```

```
PS C:\Users\nikhi\Desktop\Assignment\4> g++ -fPIC -shared ./shared_library.cpp -o libshared.dll
PS C:\Users\nikhi\Desktop\Assignment\4> g++ -L. -lshared -o app ./application.cpp
PS C:\Users\nikhi\Desktop\Assignment\4> .\app.exe
Sum of 5 & 6 is 11
```