

DLL->

B1.c

```
#include <jni.h>
#include <stdio.h>
#include "B1.h"
JNIEXPORT int JNICALL Java_B1_add(JNIEnv *env, jobject obj, jint a, jint b)
{
    printf("\n%d + %d = %d\n",a,b,(a+b));
    return;
}
JNIEXPORT int JNICALL Java_B1_sub(JNIEnv *env, jobject obj, jint a, jint b)
{
    printf("\n%d - %d = %d\n",a,b,(a-b));
    return;
}
JNIEXPORT int JNICALL Java_B1_mult(JNIEnv *env, jobject obj, jint a, jint b)
{
    printf("\n%d * %d = %d\n",a,b,(a*b));
    return;
}
JNIEXPORT int JNICALL Java_B1_div(JNIEnv *env, jobject obj, jint a, jint b)
{
    printf("\n%d / %d = %d\n",a,b,(a/b));
    return;
}
```

B1. Java

```
import java.io.*;
import java.util.*;
class B1 {
    static {
        System.loadLibrary("B1");
    }
    private native int add(int a, int b);
    private native int sub(int a, int b);
    private native int mult(int a, int b);
    private native int div(int a, int b);
    public static void main(String[] args) {
        Scanner sc=new Scanner(System.in);
        int a, b,ch;
        System.out.println("\nEnter value of a : ");
        a = sc.nextInt();
        System.out.println("\nEnter value of b : ");
        b = sc.nextInt();
        do
        {
            System.out.println("\nEnter YOUR CHOICE : ");
            ch = sc.nextInt();
```

```

switch(ch)
{
    case 1 : new B1().add(a,b);
        break;
    case 2 : new B1().sub(a,b);
        break;
    case 3 : new B1().mult(a,b);
        break;
    case 4 : new B1().div(a,b);
        break;
    default : System.out.println("Your choice is wrong.");
}
}while(ch<5);
}

```

```

Tue 10:30
admin1@408-3: ~
File Edit View Search Terminal Help
bash: /u01/app/oracle/product/11.2.0/xe/bin/nls_lang.sh: No such file or directory
(base) admin1@408-3:~$ javac B1.java
(base) admin1@408-3:~$ javah B1
(base) admin1@408-3:~$ gcc -fPIC -I"$JAVA_HOME/include" -I"$JAVA_HOME/include/linux" -shared -o libb1.so B1.c
(base) admin1@408-3:~$ java -Djava.library.path=. B1
Enter value of a :
7
Enter value of b :
2
ENTER YOUR CHOICE :
1
7 + 2 = 9
ENTER YOUR CHOICE :

```