

Building an Executable

In this lesson, we'll briefly examine the final step of library usage: linking our executable with libraries.

It is only seldom necessary to link explicitly against a library. That sentence is platform dependent. For example, with the current *g++* or *clang++* compiler, you have to link against the `pthread` library to get the multithreading functionality.

```
g++ -std=c++14 thread.cpp -o thread -pthread
```



Now that we know how to use libraries, let's dive into the C++ Standard library and learn about the various utilities it has to offer.