DLL can be used by more than one program at the same time. So it is the helpful for reducing disk spaces, decreasing memory usage and easy to deployment or installation

為library內的模組 可簡易插入程式中 節省記憶體之消耗

Unmanaged & Managed DLL

* Unmanaged DLL ,ex. C/C++, will be compiled to machine language to run directly on the hardware.
* Managed DLL, ex. C#/VB, will be compiled to a virtual machine called CLR (Common Language Runtime), and compiled to machine language on start by the JIT (Just in time compiler). THE CLR can be compared to the java virtual machine, it is the same concept.

Native DLL Assembly DLL

* An assembly is the compiled code library and it can be an executable or DLL.
* A Native DLL file can have a nearly infinite possible entry points.
* Assembly present in bin can have either strong/weak Name and assembly in GAC Should have strong name.

Dynamic & Static DLL

* Dynamic loading, the DLL is not loaded until the call to LoadLibrary. The library is unloaded by the call to FreeLibrary.
* Static loading the DLL will be loaded and its initialization sections will execute before the calling application's initialization sections are executed.