

Class Library (dll)

```
namespace MyLibrary
{
    public class Calculator
    {
        public int Add(int a, int b)
        {
            return a + b;
        }

        public int Subtract(int a, int b)
        {
            return a - b;
        }

        public int Multiply(int a, int b)
        {
            return a * b;
        }
    }
}
```

Console Application

```
using MyLibrary;

namespace MyApp
{
    class Program
    {
        static void Main(string[] args)
        {
            Calculator calculator = new Calculator();

            int Sum = calculator.Add(2, 3);
            Console.WriteLine(Sum);

            int Sub = calculator.Subtract(10, 6);
            Console.WriteLine(Sub);

            int Mul = calculator.Multiply(9, 3);
            Console.WriteLine(Mul);

            Console.ReadKey();
        }
    }
}
```

Output:-

