MAKING DLL'S FROM THE BORLAND C++ BUILDER

At first, we construct our good old DLL. Go to File −> New, then select DLL Wizard. There are some options to set:

- Let the source be C++, don't use VCL
- Don't use multithreading,
- Use VC++ Style DLL.
- Enter the source.

```
extern "C" __declspec(dllexport) void myfun(int * a){*a = - *a; }
```

Save the project as "DLLproj"; save the source file as "MyMax". Then build the project, e.g. using CTRL-F9. You can't run the project because there is no main, so pressing F9 will result in an error.

Now we need a main project to call the DLL. Start a new Console application *File − > New*, *chooseConsoleWizard*. No need to include support for VCL or Multithreading. Then enter the source:

```
#include <iostream.h>

extern "C" __declspec(dllimport) void myfun ( int * a);

void main(int argc, char* argv[])
{
   int a = 6;
   int b = a;
   myfun(&b);

   cout << '-' << a << " er " << b << " ! \n";
}
```

Next, include the DLL in the project *Project − > AddtoProject*. It is the .lib file *DLLproj. lib* that you need to include. Save the project. Then build the project.
Toseetheresults, youmayprobablyneedtorunitfromaDOSprompt.