

MAKING DLL'S IN MICROSOFT VISUAL C++ 6.0

http://www.tutorialspoint.com/dll/dll_vc++_example.htm

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Example 1 : Working from the Command Line

Now we make a one-line DLL. Here's the source:

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

Save this to file myfun.cpp and compile it from the DOS prompt with:

```
cl -LD myfun.cpp
```

The -LD switch says to generate a DLL. Next we make an executable, which calls the DLL. Here's the source:

```
#include iostream.h

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

void main(void)
{
    int a = 6;
    int b = a;
    myfun(&b);

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

Save this to the file main.cpp. Then compile and link from the command prompt with:

```
cl main.cpp /link myfun.lib
```

Execute it from the command line *justtype 'main'*.

Example 2 : Using VC++ IDE to Create DLL

In Microsoft Visual C++ 6.0, you can create a DLL by selecting either the Win32 Dynamic-Link Library project type or the MFC AppWizard *dll* project type.

The following code is an example of a DLL that was created in Visual C++ by using the Win32 Dynamic-Link Library project type.

```
// SampleDLL.cpp

#include "stdafx.h"
#define EXPORTING_DLL
#include "sampleDLL.h"

BOOL APIENTRY DllMain(HANDLE hModule, DWORD ul_reason_for_call, LPVOID lpReserved)
{
    return TRUE;
}

void HelloWorld()
{
    MessageBox( NULL, TEXT("Hello World"), TEXT("In a DLL"), MB_OK);
}

// File: SampleDLL.h

#ifndef INDLL_H
```

```
#define INDLL_H

#ifdef EXPORTING_DLL
extern __declspec(dllexport) void HelloWorld();
#else
extern __declspec(dllimport) void HelloWorld();
#endif

#endif
```

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