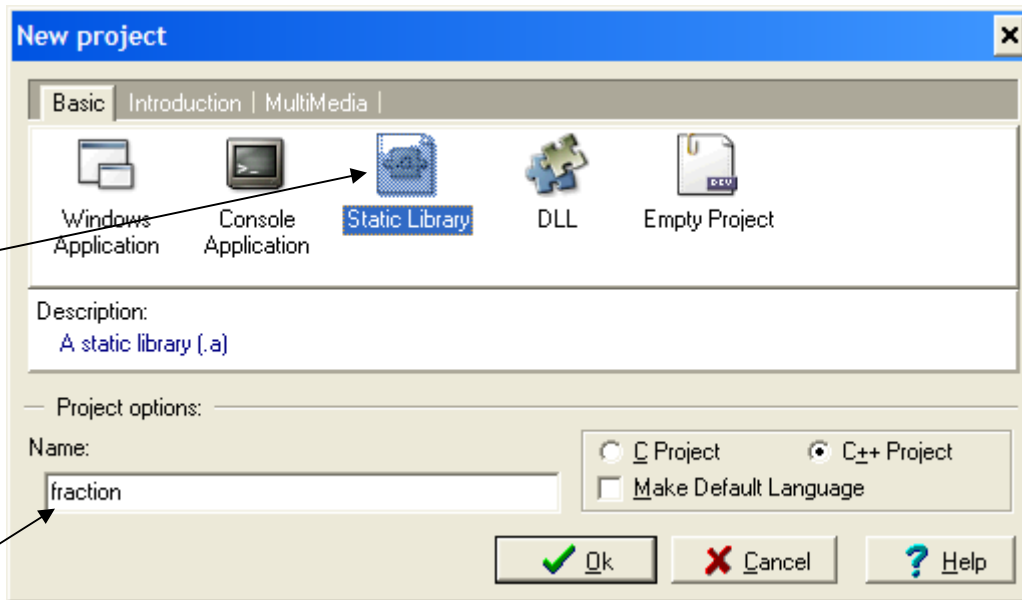


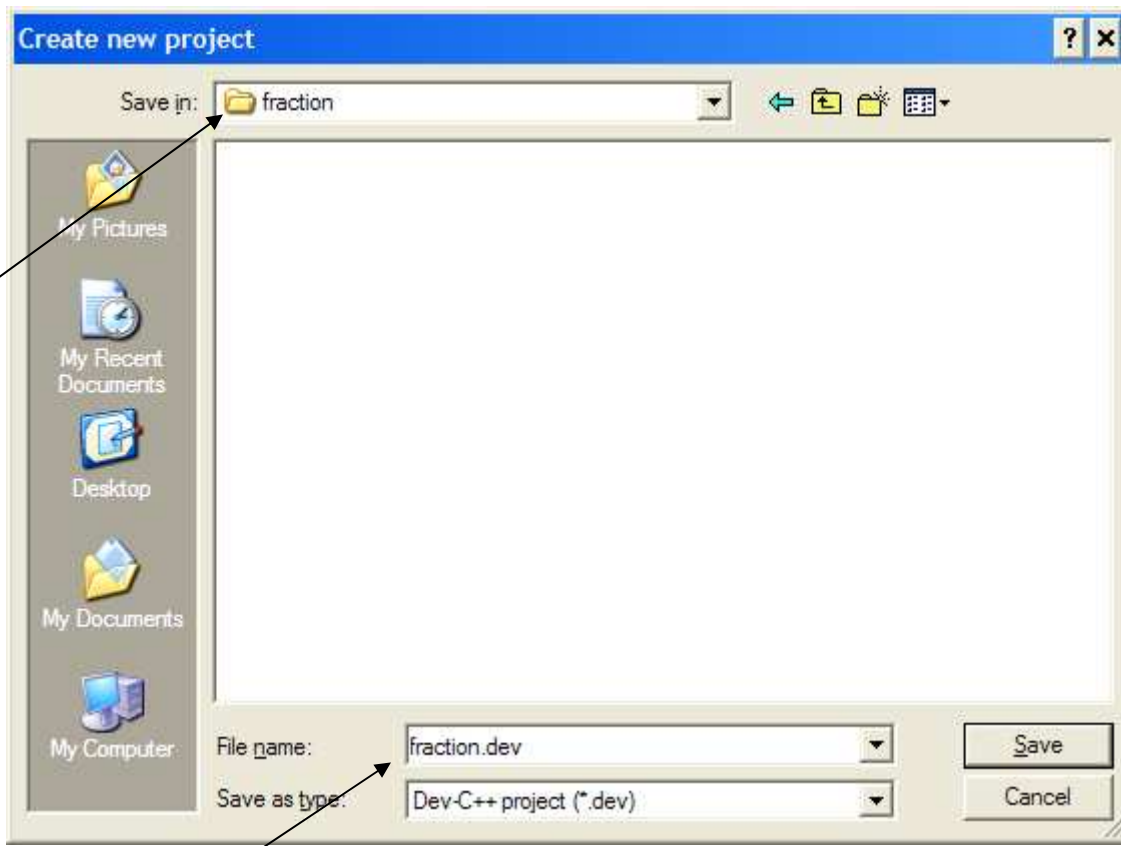
Create and Use a static library using Dev-C++

Note: this “walk-thru” assumes you have “organized” your project files and that you know where they are located. It also assumes that you are familiar with the “usual” process of creating a “Console Application”.

1. Select **New project**: Static Library
2. Enter a project name
3. Identify project location and name

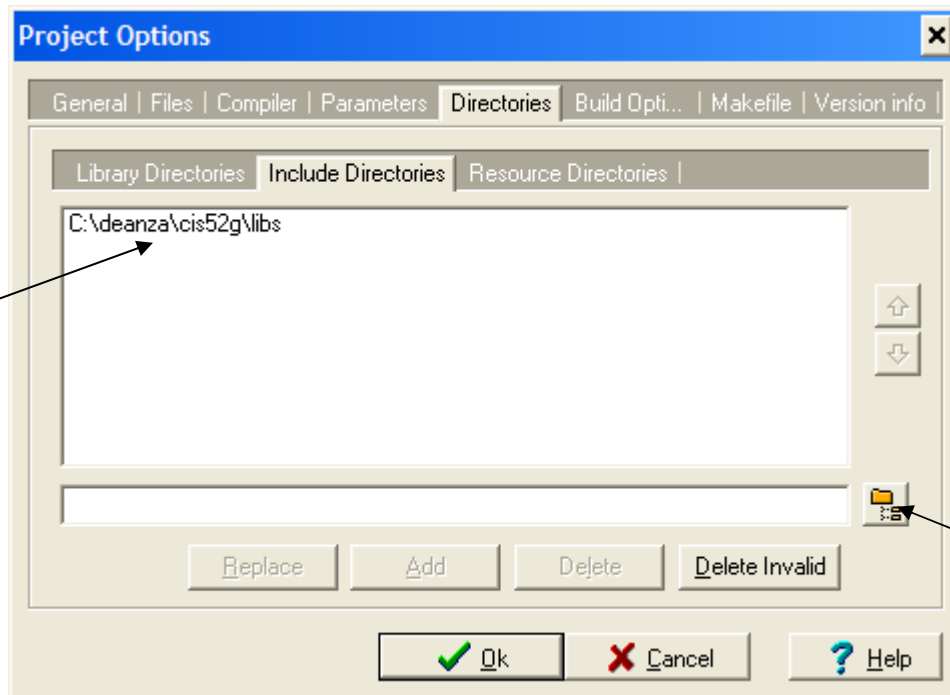


Identify the location and name of your new static library project.



Add source files (new or existing) as usual

From the **Project** menu, **choose Project Options**, then select **the Include Directories** tab. It's easiest to use the "browse" button to find your Include Directories, then you can Add them.



Now you can compile as usual. The library will be created, by default in the project directory. Its name will be the "project-name".a (in this example, it is **fraction.a**).

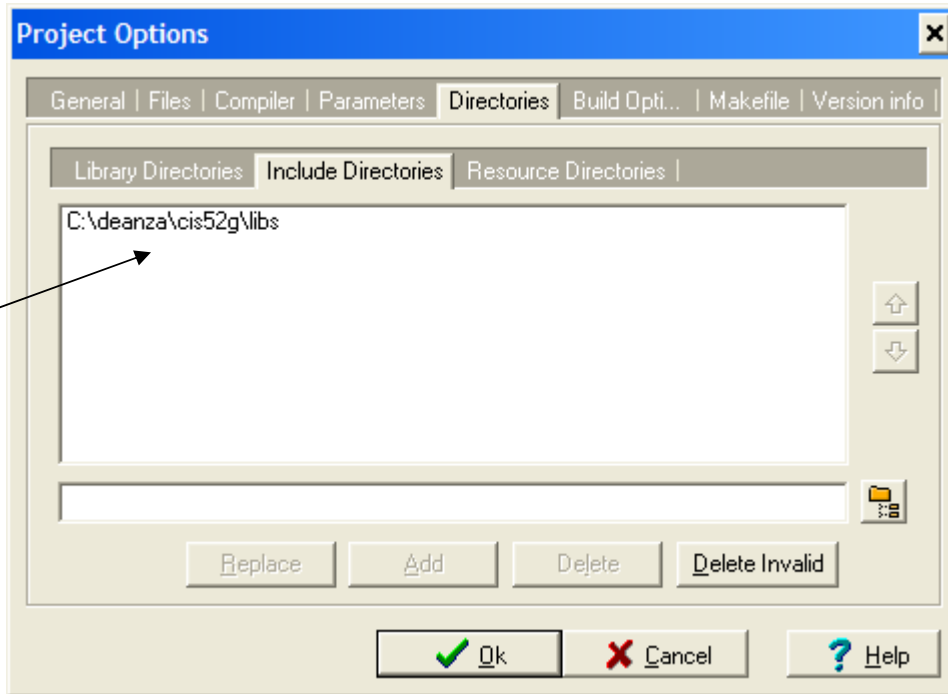
Library created, by default in project directory.

Use the static library

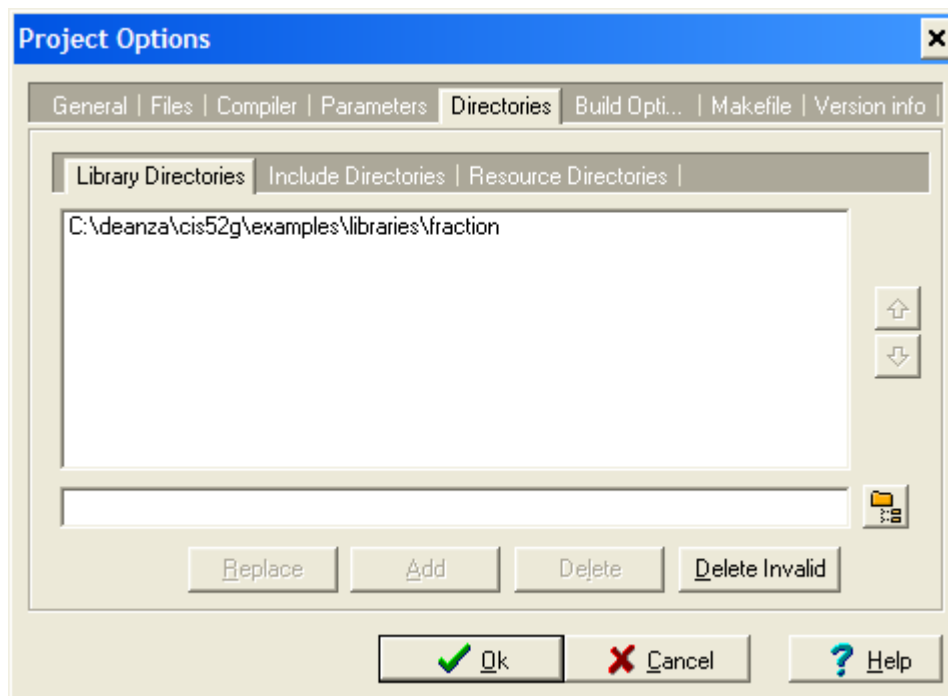
Create the “usual” default console application.
Add source files as usual.

To add the “include” directories,

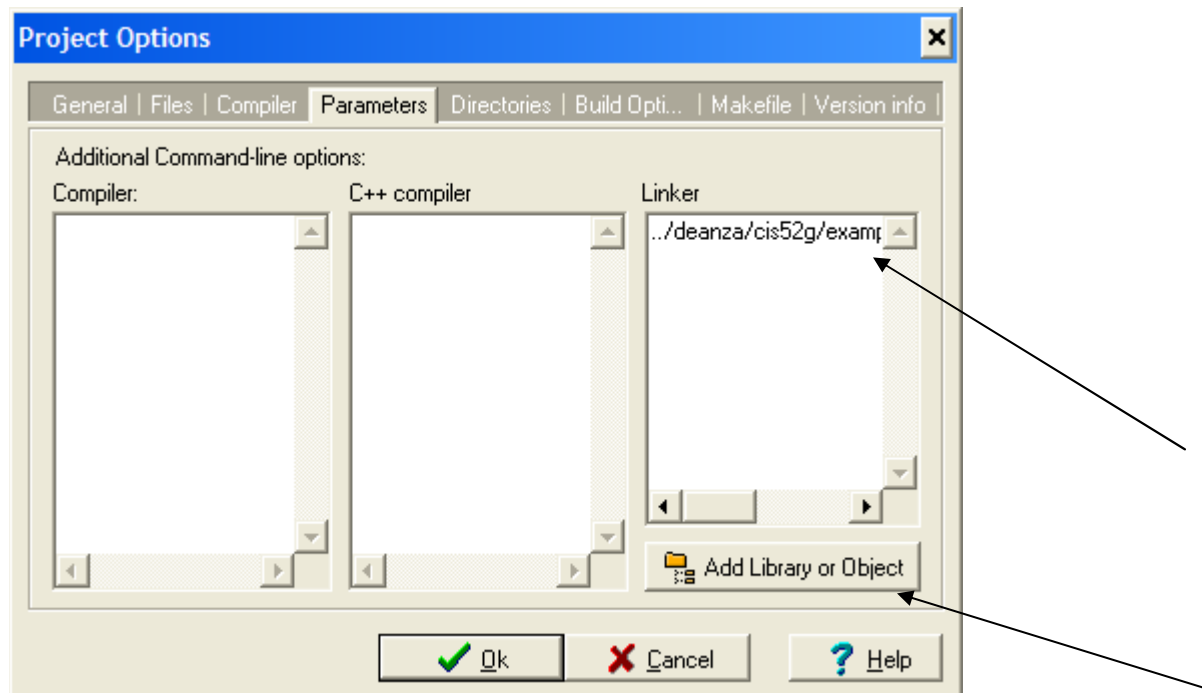
Select **Project** from the menu, then choose **Project options** from the pull-down menu. Select the **Include Directories** tab. It is easiest to use the “browse” button to find the Include Directories, then select **Add**.



Add **Library Directories**, using the same approach as the Include Directories.



To identify libraries to be “linked in”,
Select the Parameters tabs of the Project Options pop-up. It’s easiest to use the “Add Library or Object” button to get the syntax correct.



Now you can compile as usual.