Creating Libraries

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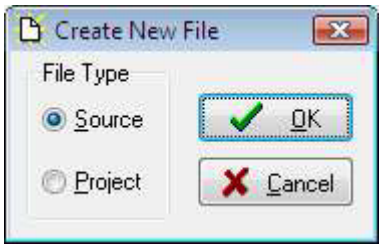
In order to create your own libraries, the following steps must be followed:

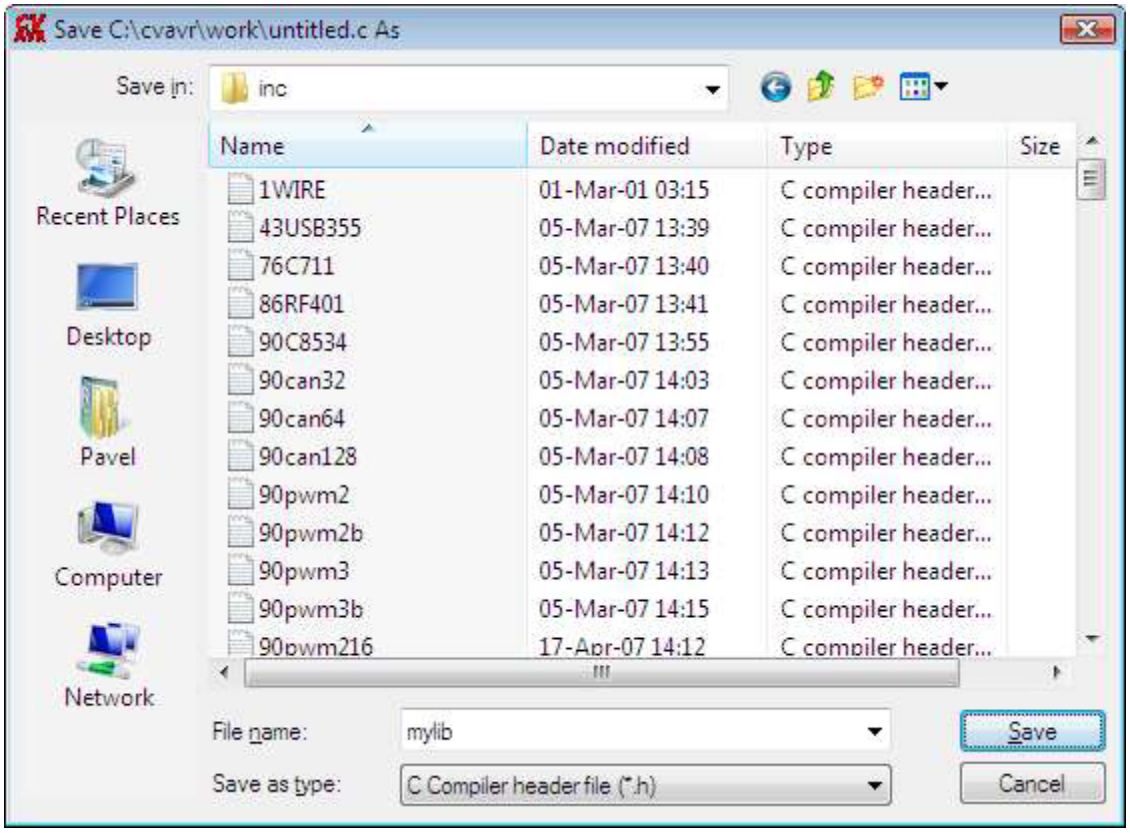
Create a header .h file with the prototypes of the library functions.
Select the **File|New** menu command or press the toolbar button.
The following dialog window will open:



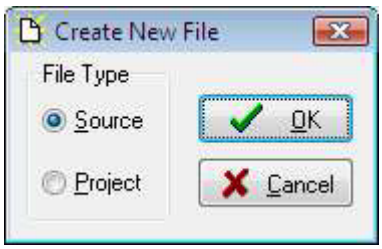
Select **Source** and press the **OK** button.
A new editor window will be opened for the **untitled.c** source file.
Type in the prototype for your function. Example:

```
/* this #pragma directive will prevent the compiler from generating a
   warning that the function was declared, but not used in the program */
#pragma used+
/* library function prototypes */
int sum(int a, int b);
int mul(int a, int b);
#pragma used-
/* this #pragma directive will tell the compiler to compile/link the
   functions from the mylib.lib library */
#pragma library mylib.lib
```

Save the file, under a new name, in the .**INC** directory using the **File|Save As** menu command, for example **mylib.h** :



2. Create the library file.
Select the **File|New** menu command or press the **New** toolbar button.
The following dialog window will open:

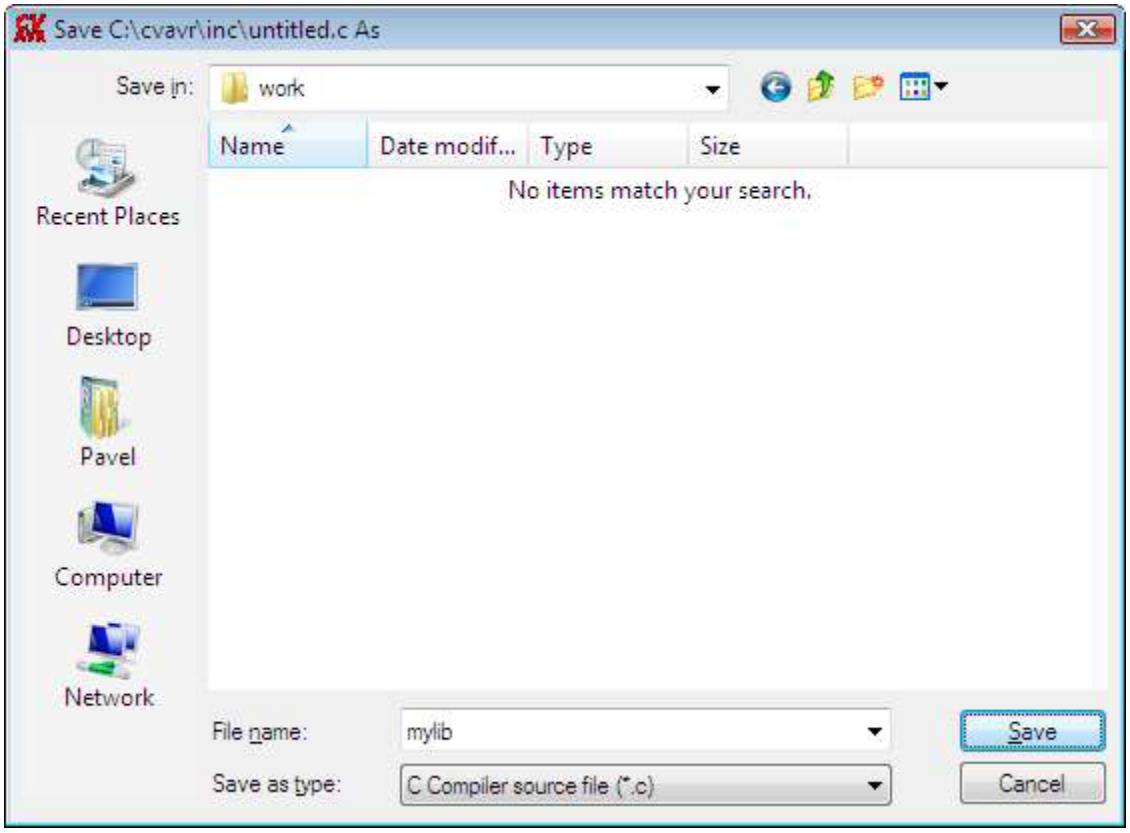


Select **Source** and press the **OK** button.
A new editor window will be opened for the **untitled.c** source file.
Type in the definitions for your functions.
Example:

```
int sum(int a, int b) {
return a+b;
}

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

Save the file, under a new name, for example **mylib.c** , in any directory using the **File|Save As** menu command:



Finally use the **File|Convert to Library** menu command or the toolbar button, to save the currently opened .c file under the name **mylib.lib** in the **.\LIB** directory:

In order to use the newly created **mylib.lib** library, just **#include** the **mylib.h** header file in the beginning of your program.
Example:

```
#include <mylib.h>
```

Library files usually reside in the **.\LIB** directory, but paths to additional directories can be added in the Project|Configure|C Compiler|Paths|Library paths menu.