

main.c	sort.h	sort.c
<pre>#include "sort.h" int main() { int a[] = {5,4,3,1,2}; int i; int n = 5; sort(a, n); for (i = 0; i < n; i++) { printf("%d ", a[i]); } return 0; }</pre>	<pre>#ifndef _sort_h #define _sort_h void sort(int *, int); #endif</pre>	<pre>#include "sort.h" void sort(int * a, int n) { //do nothing }</pre>

Compile:

> gcc-3 -c main.c

> gcc-3 sort.c -shared -o sort.dll

> gcc -o sort main.o -L./ -lsort

Makefile
<pre>CC = gcc CFLAGS = -g -Wall INCLUDES = all: sort # The variable \$@ has the value of the target. In this case \$@ = psort sort: main.o sort.so \${CC} \${CFLAGS} \${INCLUDES} -o \$@ main.o -L./ -lsort .c.o: \${CC} \${CFLAGS} \${INCLUDES} -c \$< %.so: %.c \${CC} \${CFLAGS} \${INCLUDES} -shared -o \$@ -c \$< clean: -rm *.o *.so *~ # DO NOT DELETE</pre>

> make