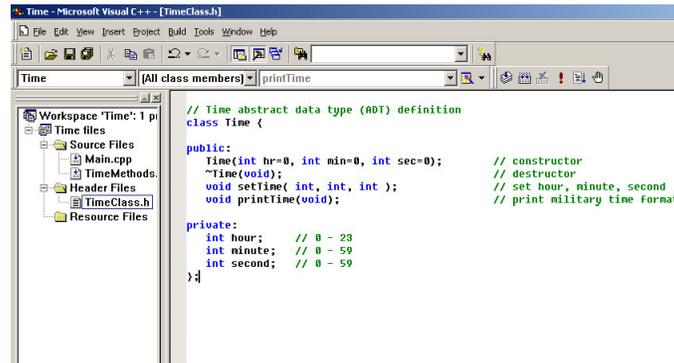


## Guideline of create and use the library file for C++

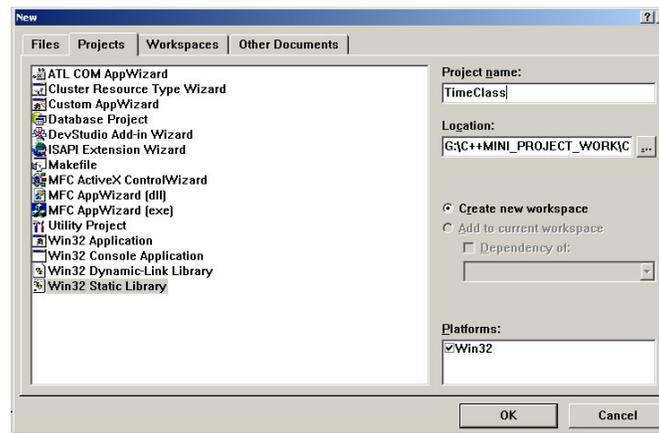
Develop a Class use normal workplace



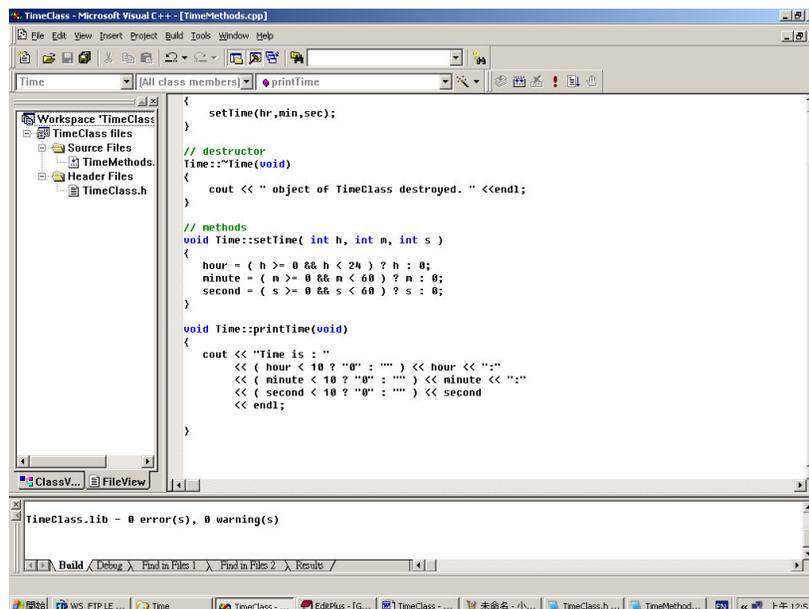
```
// Time abstract data type (ADT) definition
class Time {
public:
    Time(int hr=0, int min=0, int sec=0); // constructor
    ~Time(void); // destructor
    void setTime( int, int, int ); // set hour, minute, second
    void printTime(void); // print military time format

private:
    int hour; // 0 - 23
    int minute; // 0 - 59
    int second; // 0 - 59
};
```

After the Class is fully completed, we will create a class library.



Add the header file and sources file for the class, and then compile it. Thus the library file is created!

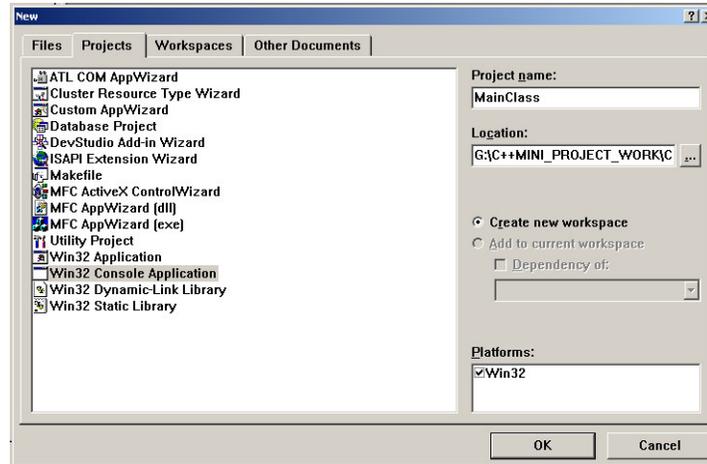


```
{
    setTime(hr,min,sec);
}
// destructor
Time::~Time(void)
{
    cout << " object of TimeClass destroyed. " <<endl;
}
// methods
void Time::setTime( int h, int m, int s )
{
    hour = ( h >= 0 && h < 24 ) ? h : 0;
    minute = ( m >= 0 && m < 60 ) ? m : 0;
    second = ( s >= 0 && s < 60 ) ? s : 0;
}
void Time::printTime(void)
{
    cout << "Time is : "
    << ( hour < 10 ? "0" : "" ) << hour << ":"
    << ( minute < 10 ? "0" : "" ) << minute << ":"
    << ( second < 10 ? "0" : "" ) << second
    << endl;
}
```

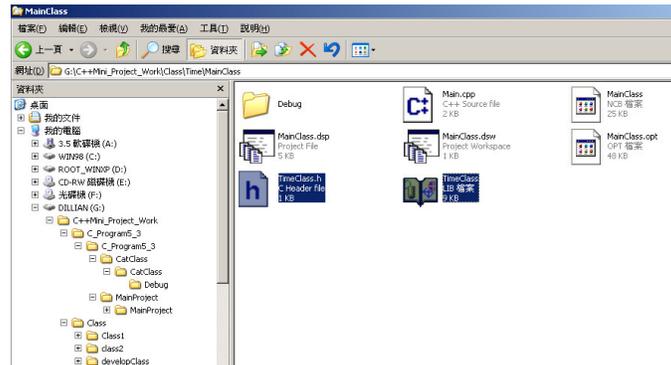
TimeClass.lib - 0 error(s), 0 warning(s)

## ClassCreate\_Load

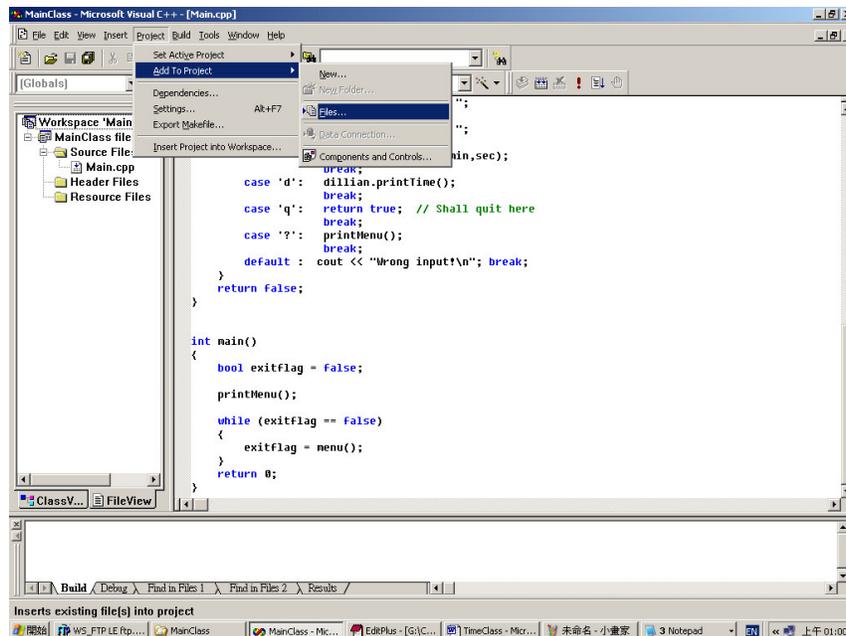
Create a normal workplace in order to use the library file.



Copy the header file and library file to the directory of the main folder.



Add the header file and the Library file to the workplace.



## ClassCreate\_Load

if we success to add the header and library file, the pull down menu will pop up when we type the object name of the class.

