

Forum:[Hack Forums](#)

Thread: [\[TUT\] Create a DLL and Use It In Your Application \[VB.NET\]](#)

H4?0R - August 18, 2010, 1:12 pm

Hi Guys

Today I'll show you how to create a DLL and use it in your application instead of writing the full code in your project.

Step 1:

Create a New Class Library as Shown below

Spoiler [\(Click to View\)](#)

[img]http://lh5.ggpht.com/_OdfFNTE1K60/TGw2wdR_NII/AAAAAAAAABtA/qnv03tXxQe0/DLL.png[/img]

Step 2:

Name the class as you want then add your code as shown below

Spoiler [\(Click to View\)](#)

[img]http://lh4.ggpht.com/_OdfFNTE1K60/TGwn0JifMUI/AAAAAAAAABsw/shMIPD9oR34/DLL2.png[/img]

As you can see, my code is a simple Math operations and you can add your own code. So let's build it and close VS.

You'll find your dll in the release folder

Step 3:

Now our Dll is ready to use so let's make an application which will use the Dll.

Spoiler [\(Click to View\)](#)

[img]http://lh4.ggpht.com/_OdfFNTE1K60/TGwn0O33TBI/AAAAAAAAABs0/FMr8QXdSbk0/DLL3.png[/img]

Step 4:

Now we have to add a reference to our Dll

GoTo Project -> Add Reference, and browse to where your Dll is located.

Spoiler [\(Click to View\)](#)

[img]http://lh3.ggpht.com/_OdfFNTE1K60/TGwn0F5e5mI/AAAAAAAAABs4/GNjvb6b1MNQ/DLL4.png
[img]

Step 5:

Ok, Now let's write our application and don't forget to import the Dll

Spoiler ([Click to View](#))

[img]http://lh5.ggpht.com/_OdfFNTE1K60/TGwn0QfPFmI/AAAAAAAAABs8/vVJ8J515se4/DLL5.png[/img]

Now we're done. so let's compile the project and test it.

Result:

Spoiler ([Click to View](#))

[img]http://a.imageshack.us/img36/9620/resultc.gif[/img]

It's working ?

Ok, that's it. Now I need your feedback

Thanks for reading?

DisconnectionModsss - August 18, 2010, 1:13 pm

Thanks i was looking for something like this.

H4?0R - August 18, 2010, 1:15 pm

(Aug 18, 2010 01:13 PM)Exotic™ Wrote: ([CITE](#)) Thanks i was looking for something like this.
You're welcome buddy ?

The End Gamer - August 18, 2010, 1:17 pm

Very Nice Tutorial!

Thanks :D

H4?0R - August 18, 2010, 1:26 pm

(Aug 18, 2010 01:17 PM)The End Gamer Wrote: ([CITE](#)) Very Nice Tutorial!
Thanks :Dyou're welcome bro!
I hope you've learned something.

Meerds1 - August 18, 2010, 3:23 pm

hehe nice ;) can i actually put everykind of code in it .. example i could place there

a sub ?

example the sub with file open etc..?

Aeonhack Archivist - August 18, 2010, 3:25 pm

You don't even need to have Class1.vb or whatever it is that is created when you make the project.
You can trash that and add a UserControl if you don't want to program. It will still compile as a DLL

and works just fine.

H4?0R - August 18, 2010, 4:56 pm

(Aug 18, 2010 03:23 PM)Meerds1 Wrote: [\[CITE\]](#) hehe nice ;) can i actually put everykind of code in it .. example i could place there

a sub ?

example the sub with file open etc..?

I believe you can bro!

This just an example where I'm using functions and you can put whatever you want and if you're familiar with GDI you can create some cool controls such as themes, buttons....etc and compile it as a dll ?

(Aug 18, 2010 03:25 PM)alecn1519 Wrote: [\[CITE\]](#) You don't even need to have Class1.vb or whatever it is that is created when you make the project. You can trash that and add a UserControl if you don't want to program. It will still compile as a DLL and works just fine.

I'm not sure on what dll you're talking about but if you're talking about that one which is located the debug or release folder then you're totally wrong?. it's not even a dll.

Aeonhack Archivist - August 18, 2010, 6:25 pm

If you create a Class Library and not a Windows Form App, when you compile, it should create a DLL and not an EXE. What I meant by "Class1.vb" was the default file that is created when you make a new Class Library. You don't have to manually code everything. For people who don't feel confident in doing that, they can delete the default file and add a New UserControl and create their control on there. When they compile it, it should compile as a DLL.

Oxycodone - August 18, 2010, 6:56 pm

Nice, i just made my 1st dll that works Imfao, i made a web client dll that makes getting / downloading shit easier (just as a test)

Sector9 - August 18, 2010, 9:09 pm

I love dlls. Thanks you for the simple tut, hopefully people will learn from this :D

?LIT? \$ØLDI?R - August 19, 2010, 2:53 am

great tut,thankyou this is a good tut

d3c0mpil3r - August 19, 2010, 5:04 am

Interesting stuff !

Thanks for sharing

H4?0R - August 19, 2010, 5:45 am

(Aug 18, 2010 06:56 PM)Rock Wrote: [\[CITE\]](#) Nice, i just made my 1st dll that works Imfao, i made a web client dll that makes getting / downloading shit easier (just as a test)

Good for you buddy! keep it up ?

zyvox - August 19, 2010, 5:58 am

Nice tut, thanks =)

I needed the code for calc lol

jk

but still

good tut =d

fredde_jason - August 19, 2010, 9:56 am

Cool! Could people get the code out of the .DLL file by using a decompiler? Would be great to store the .DLL in resources and know that none could get my code ?

TDollinger - August 19, 2010, 5:59 pm

Is there a way to include a form control such as a Button in a .DLL? I mean so that you could have a sub in the class library that declares x as a button.

H4?0R - August 19, 2010, 6:30 pm

(Aug 19, 2010 09:56 AM)fredde_jason Wrote: [\[CITE\]](#) Cool! Could people get the code out of the .DLL file by using a decompiler? Would be great to store the .DLL in resources and know that none could get my code ?

I didn't try to decompile a dll but I believe that it can be decompiled.

(Aug 19, 2010 05:59 PM)TDollinger Wrote: [\[CITE\]](#) Is there a way to include a form control such as a Button in a .DLL? I mean so that you could have a sub in the class library that declares x as a button.

yes you can make you own controls such as buttons then you compile it into a dll so you can use it easily on other projects ?

lyncsta - August 22, 2010, 1:09 am

how would you use this if say the dll needed a textbox?

so like how would you get a basice login system to work with this?

Mapex - August 22, 2010, 1:26 am

I think it's almost bad if you didn't know this and you called yourself a programmer previously.

Stylis - August 22, 2010, 10:19 pm

Thanks, very useful ! I start my DLL coddng :)

Meerds1 - August 23, 2010, 1:36 am

but u need to Copy that dll in the Folder .. so the Prog can use it ..

would it be Possible to Simply add/merge that dll with ex:

gilma / smartassembly Merging

NO one can answer ;D

Cyberworms™ - August 23, 2010, 3:30 am

Really good tutorial mate, thanks for the share.

wyterzzz - August 23, 2010, 7:33 am

good tutorial man , this will help many people

Chiko - August 25, 2010, 5:54 pm

thx bro very nice tut cheers

HughGRection - August 25, 2010, 6:55 pm

Thanks dude. Keep up the work that is well.

codepoet - September 12, 2010, 7:32 am

very nice tutorial man....

quick question, what program did you use to create a video picture?

(Aug 23, 2010 01:36 AM)Meerds1 Wrote: [\[CITE\]](#) but u need to Copy that dll in the Folder .. so the Prog can use it ..

would it be Possible to Simply add/merge that dll with ex:

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NO one can answer ;D

yes i use smart-assembly to merge dotnetbar to my applications all the time. this is not any different.

Arkanzilla - September 12, 2010, 7:47 am

Thank you! Great tutorial. Putting this in my Sig!

ph3w - August 1, 2011, 6:54 pm

Where can i download the program u use?

I suppose u use visual studio but which one, C# C++ or ?

If it works to download free i would appreciate download link!

Ingenuity - August 1, 2011, 6:55 pm

Yes! Let's all perform thread necromancy rather than using the fucking search button!

codepoet - August 1, 2011, 7:08 pm

Very good tutorial, and helpful too.

kimple1 - October 10, 2011, 1:30 pm

Very Nice

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