

extern modifier in C#

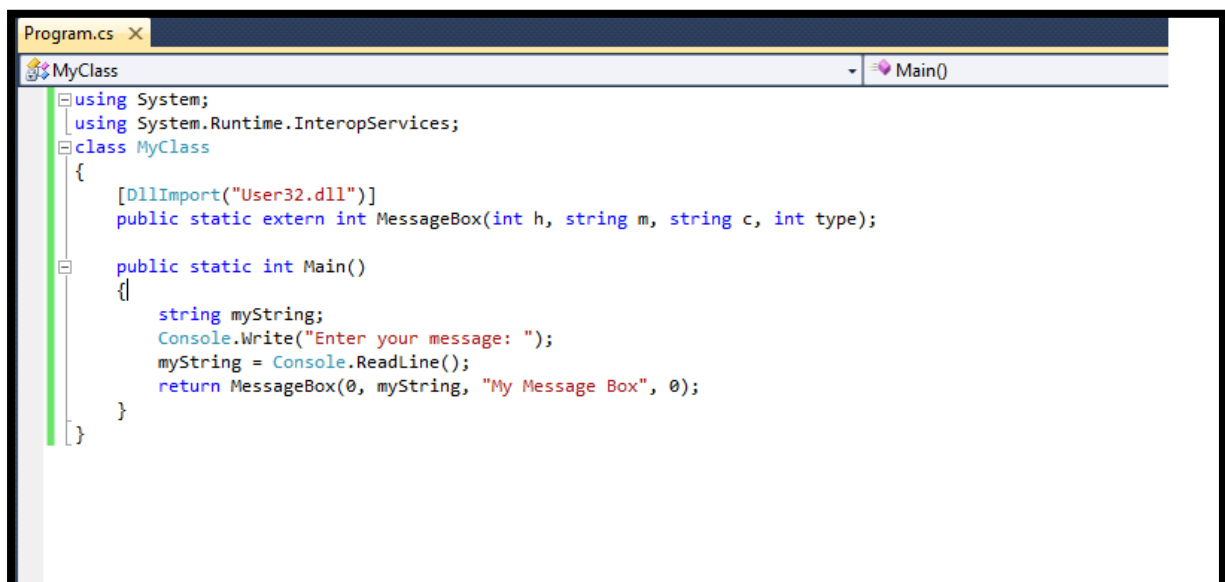
Use the extern modifier in a method declaration to indicate that the method is implemented externally. A common use of the extern modifier is with the DllImport attribute.

It is an error to use the abstract and extern modifiers together to modify the same member. Using the extern modifier means that the method is implemented outside the C# code, while using the abstract modifier means that the method implementation is not provided in the class.

Because an external method declaration provides no actual implementation, there is no method body; the method declaration simply ends with a semicolon and there are no braces ({}) following the signature. For example

```
public static extern int MyMethod(int x);
```

In this example, the program receives a string from the user and displays it inside a message box. The program uses the MessageBox method imported from the User32.dll library.



```
Program.cs x
MyClass Main()
using System;
using System.Runtime.InteropServices;
class MyClass
{
    [DllImport("User32.dll")]
    public static extern int MessageBox(int h, string m, string c, int type);

    public static int Main()
    {
        string myString;
        Console.WriteLine("Enter your message: ");
        myString = Console.ReadLine();
        return MessageBox(0, myString, "My Message Box", 0);
    }
}
```

Run sample code. Enter some text message, a message box that contains the text will pop up on the screen as shown below..

