

Any Dynamic loading means loading the library (or any other binary for that matter) into the memory during load or run time. Dynamic loading can be imagined to be similar to plugins, that is an Axe can actually execute before the dynamic loading happens.

\* Dynamic linking refers to linking that is done during load or run-time and not when the Axe is created.

In case of dynamic linking the linker while creating the Axe does minimal work for the dynamic linker to work it actually has to load the libraries too. Hence it's also called linking loader.

Example

