```csharp
private void InitializeTimer()
{
    // Call this procedure when the application starts.
    // Set to 1 second.
    Timer1.Interval = 1000;
    Timer1.Tick += new EventHandler(Timer1_Tick);

    // Enable timer.
    Timer1.Enabled = true;

    Button1.Text = "Stop";
    Button1.Click += new EventHandler(Button1_Click);
}

private void Timer1_Tick(object Sender, EventArgs e)
{
    // Set the caption to the current time.
    Label1.Text = DateTime.Now.ToString();
}

private void Button1_Click(object sender, EventArgs e)
{
  if ( Button1.Text == "Stop" )
  {
    Button1.Text = "Start";
    Timer1.Enabled = false;
  }
  else
  {
    Button1.Text = "Stop";
    Timer1.Enabled = true;
  }
}
// This variable will be the loop counter.
private int counter;

private void InitializeTimer()
{
    // Run this procedure in an appropriate event.
    counter = 0;
    timer1.Interval = 600;
    timer1.Enabled = true;
    // Hook up timer's tick event handler.
    this.timer1.Tick += new System.EventHandler(this.timer1_Tick);
}
```

```csharp
private void timer1_Tick(object sender, System.EventArgs e)
{
    if (counter >= 10)
    {
        // Exit loop code.
        timer1.Enabled = false;
        counter = 0;
    }
    else
    {
        // Run your procedure here.
        // Increment counter.
        counter = counter + 1;
        label1.Text = "Procedures Run: " + counter.ToString();
    }
}
```