

// ConsoleApplication40.cpp : Defines the entry point for the console application.

//

#include "stdafx.h"

#include <iostream>

#include <string>

using namespace std;

int main(int argc, char\* argv[])

{

for (int i = 1; i <=100;i++)

{

cout << "Mur";

}

system("pause");

return 0;

}



















