

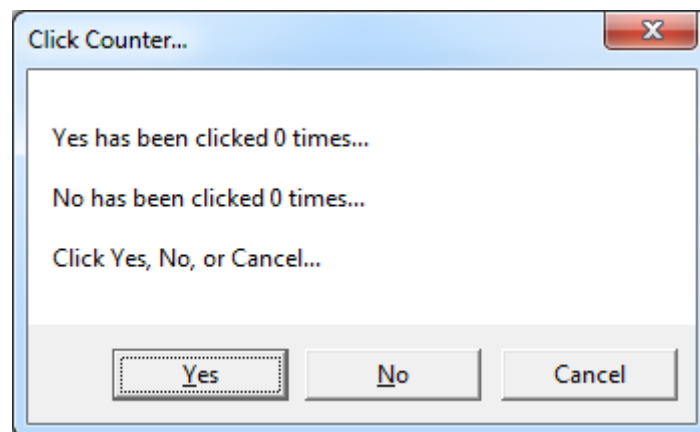
## COMP500 / ENSE501: Week 12 – Exercise:

EXERCISE NAME: *Click Counter*

The **WinMain** prototype is:

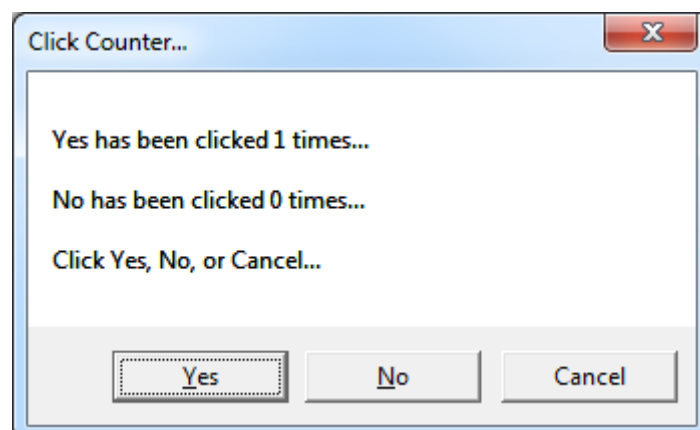
```
int WINAPI WinMain(HINSTANCE hInstance,  
                  HINSTANCE hPrevInstance,  
                  LPSTR lpCmdLine,  
                  int nCmdShow);
```

Write a program that uses the Windows API function **MessageBox** to query the user with following:

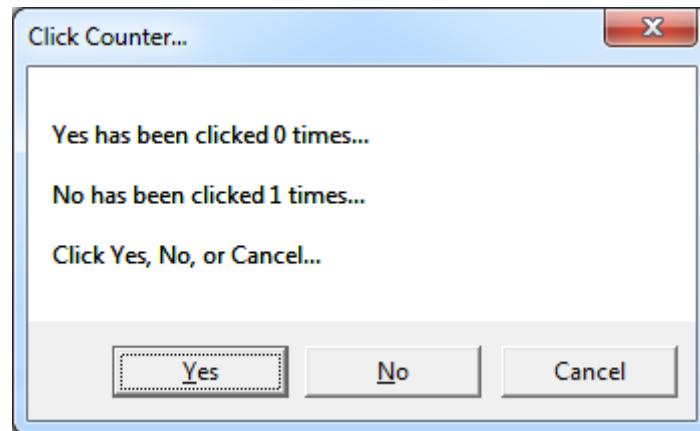


Note that when the program starts, the Yes click counter, and the No click counter, are both set to zero.

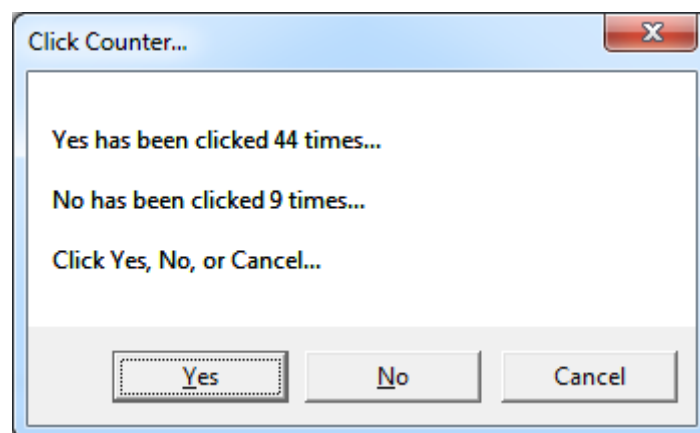
If the user clicks the **Yes** button, the program must then increment the Yes click counter, and present the message again:



If the user clicks the **No** button the program must then increment the No click counter, and present the message again:



The following is another example of the program running, after a large number of clicks have occurred:



When the **Cancel** button is clicked, the program must terminate.

Remember, to convert a variable into a C-string you will need to use `sprintf` (ASCII) or `wsprintf` (Unicode).

Ensure the program output is exactly as described, and that the whitespace of your source code is well formatted. Utilise good naming practices when declaring variables.

Test your program with a variety of input to ensure the implementation is robust.