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

//

#include "stdafx.h"

#include <iostream>

using namespace std;

int main()

{

system ("pause");

return 0;

}

<http://downroads.blogspot.com/2012/10/how-to-create-windows-form-application.html>

<http://stackoverflow.com/questions/11576838/toggle-a-buttons-text-from-on-to-off-when-clicked-visual-c>