```c
#include <unistd.h>

int     letter_count(char c)
{
        int     repeat;

        if (c > 'A' && c <= 'Z')
                repeat = c - 'A' + 1;
        else if (c >= 'a' && c <= 'z')
                repeat = c - 'a' + 1;
        else
                repeat = 1;
        return (repeat);
}

int     main(int ac, char **av)
{
        int     repeat;

        if (ac == 2)
        {
                while (*av[1])
                {
                        repeat = letter_count(*av[1]);
                                while (repeat--)
                                        write(1, av[1], 1);
                        av[1]++;
                }
        }
        write(1, "\n", 1);
}
```