

```
#include <unistd.h>
```

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

```
{
```

```
    int i;
```

```
    char letter;
```

```
    i = 0;
```

```
    if (argc == 2)
```

```
    {
```

```
        while (argv[1][i])
```

```
        {
```

```
            letter = argv[1][i];
```

```
            if (argv[1][i] >= 'A' && 'Z' >= argv[1][i])
```

```
                letter += 32;
```

```
            if (argv[1][i] >= 'a' && 'z' >= argv[1][i])
```

```
                letter -= 32;
```

```
            write(1, &letter, 1);
```

```
            i += 1;
```

```
        }
```

```
    }
```

```
    write(1, "\n", 1);
```

```
    return (0);
```

```
}
```