

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

```
void ulstr(char *s)
```

```
{
```

```
    char c;
```

```
    while (*s)
```

```
    {
```

```
        if (*s >= 'a' && *s <= 'z')
```

```
            c = *s - 32;
```

```
        else if (*s >= 'A' && *s <= 'Z')
```

```
            c = *s + 32;
```

```
        else
```

```
            c = *s;
```

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

```
        s++;
```

```
    }
```

```
}
```

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

```
{
```

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

```
        ulstr(argv[1]);
```

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

```
    return (0);
```

```
}
```