

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

```
void ft_putchar(char c)
{
    write(1, &c, 1);
}
```

```
void rotone(char *s)
{
    while (*s)
    {
        if ((*s >= 'A' && *s <= 'Y') || (*s >= 'a' && *s <= 'y'))
            ft_putchar(*s + 1);
        else if (*s == 'Z' || *s == 'z')
            ft_putchar(*s - 25);
        else
            ft_putchar(*s);
        ++s;
    }
}
```

```
int main(int ac, char **av)
{
    if (ac == 2)
        rotone(av[1]);
    ft_putchar('\n');
    return (0);
}
```