```c
#include <unistd.h>
#include <stdlib.h>
#define BUFF_SIZE 2048
int                     main(int argc, const char *argv[])
{
        int             i;
        int             loop;
        char    *pointer;
        if (argc == 2)
        {
                i = 0;
                if (!(pointer = (char *)malloc(sizeof(char) * BUFF_SIZE + 1)))
                        return (-1);
                while (i <= BUFF_SIZE)
                        pointer[i++] = '\0';
                i = 0;
                while (argv[1][i])
                {
                        argv[1][i] == '<' ? pointer += 1 : pointer;
                        argv[1][i] == '>' ? pointer -= 1 : pointer;
                        argv[1][i] == '+' ? *pointer += 1 : *pointer;
                        argv[1][i] == '-' ? *pointer -= 1 : *pointer;
                        if (argv[1][i] == '.')
                                write(1, &*pointer, 1);
                        if (argv[1][i] == '[' && !*pointer)
                        {
                                loop = 1;
                                while (loop)
                                {
                                        i += 1;
                                        argv[1][i] == '[' ? loop += 1 : loop;
                                        argv[1][i] == ']' ? loop -= 1 : loop;
                                }
                        }
                        if (argv[1][i] == ']' && *pointer)
                        {
                                loop = 1;
                                while (loop)
                                {
                                        i -= 1;
                                        argv[1][i] == '[' ? loop -= 1 : loop;
                                        argv[1][i] == ']' ? loop += 1 : loop;
                                }
                        }
                        i += 1;
                }
        }
        else
                write(1, "\n", 1);
        return (0);
}
```