

# Rotate One

This is a **warmup** exercise. It is **not compulsory**, and may be completed **individually or with your lab partner**.

Download [rotateOne.c](#), or copy it into your current directory on a CSE system by running

```
$ cp /web/cs1511/17s2/week05/files/rotateOne.c .
```

You are to implement the rotateOne function, which “rotates” a letter through the alphabet by one position. This means that if the input is ‘a’, the output should be ‘b’. ‘z’ becomes ‘a’ and ‘Z’ becomes ‘A’.

Any non-letter characters should be returned unchanged.

## Some Examples

```
abc  
bcd
```

```
Hello, world!  
Ifmmp, xpsme!  
17 is my favourite number.  
17 jt nz gbwpsjuf ovncfs.
```

To run some simple automated tests:

```
$ 1511 autotest rotateOne
```

To run Styl-o-matic:

```
$ 1511 stylomatic rotateOne.c  
Looks good!
```

You'll get advice if you need to make changes to your code.

Submit your work with the *give* command, like so:

```
$ give cs1511 wk05_rotateOne
```

Or, if you are working from home, upload the relevant file(s) to the `wk05_rotateOne` activity on [Give Online](#).