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```
void createMapping ( string & str )  
{
```

```
    // find mapping
```

```
    char start = 'a' ;
```

```
    char mapping [26] = {0} ;
```

```
    for (auto ch : str )  
    {
```

```
        if ( mapping [ch] == 0 )  
        {
```

```
            mapping [ch] = start ;
```

```
            start ++ ;
```

```
        }  
    }
```

```
}
```

```
}
```