Reverse

In this program, ask user for a string and then print out reverse of it. The program should continue until the user enters an empty string.

```
Applet Viewer: Reverse.class

This program takes a string as input and reverses it.

Enter a string: Hello, World

The reverse of "Hello, World" is "dlrow ,olleH".

Enter a string: How are you?

The reverse of "How are you?" is "?uoy era woH".

Enter a string:
```