**Swap!**

*Lastname\_swap.cpp*

Write a program that swaps the two characters of a string with one another. For example, the user has entered the string “The Lion, the Witch and the Wardrobe” and has indicated that all occurrences of **i** will be swapped with **o** and vice versa, then the resulting string should be “The Loin, the Wotch and the Wardribe”.

**PROGRAM DESIGN**

The first character refers to the character that will be replaced and the second the character that will replace all occurrences of the first character with. Save your work as *Lastname\_swap.cpp*

**INPUT**

Each series contains two lines. The first should contain a string. The next should contain two character values separated by a space.

**OUTPUT**

After the second line of input, the program should display the modified string. If neither letter exists in the original string – the Error! message gets outputed. Refer to the sample input and output for more context.

|  |  |  |
| --- | --- | --- |
| **SAMPLE INPUT** |  | **SAMPLE OUTPUT** |
| Harry Potter  r t |  | Hatty Porret |
| Frodo Baggins  o i |  | Fridi Baggons |
| Legolas Greenleaf  e a |  | Lagoles Graanlaef |
| Hahaha Haha H w |  | Error! |
| AAAAAAA a i |  | Error! |