

**Problem 2**

**Problem Statement**

Letterman's arch nemesis Spellbinder has escaped Semitree Seed Asylum and is now terrorizing the city with his devastating cruelty.  Write a program to determine Letterman's arsenal to fight Spellbinder.

**Program Input**

Each line in the input file a.in contains two words.  The first is the "original" word, and the second is the word as modified by Spellbinder:

fountain mountain   
pet pen   
check chuck   
Mike bike

**Program Output**

The program should write the name of the required letter to a.out in traditional campy Letterman style:

Ripping the lower-case "f" from his shirt, Letterman   
changes "mountain" back to "fountain".   
Ripping the lower-case "t" from his shirt, Letterman   
changes "pen" back to "pet".   
Ripping the lower-case "e" from his shirt, Letterman   
changes "chuck" back to "check".   
Ripping the capital "M" from his shirt, Letterman   
changes "bike" back to "Mike".