**2) Swap Characters**

Write a program to input a String and swap the every 2 characters in the string. If size is an odd number then keep the last letter as it is. Print the final swapped string.

Include a class **UserMainCode** with a static method **swapCharacter** which accepts a string. The return type (String) should return the character swapped string.

Create a Class Main which would be used to accept Input String and call the static method present in UserMainCode.

**Input and Output Format:**

Input consists of a string.

Output consists of a string.

Refer sample output for formatting specifications.

**Sample Input 1:**

TRAINER

**Sample Output 1:**

RTIAENR

**Sample Input 2:**

TOM ANDJERRY

**Sample output 2:**

OT MNAJDREYR