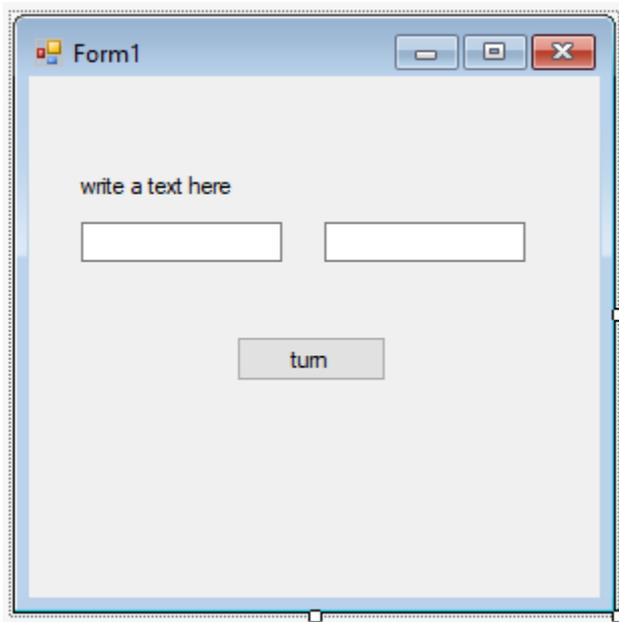


2A win turn a word



```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace _2a_win_turn_a_word
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            if(maskedTextBox1.Text!="")
            {
                string s1, s2 = "";
                int a;

                s1 = maskedTextBox1.Text;

                for (a=s1.Length;a>0 ;a--)
                {
                    s2 += s1[a-1];
                }
                maskedTextBox2.Text = s2;
            }
        }
    }
}
```

