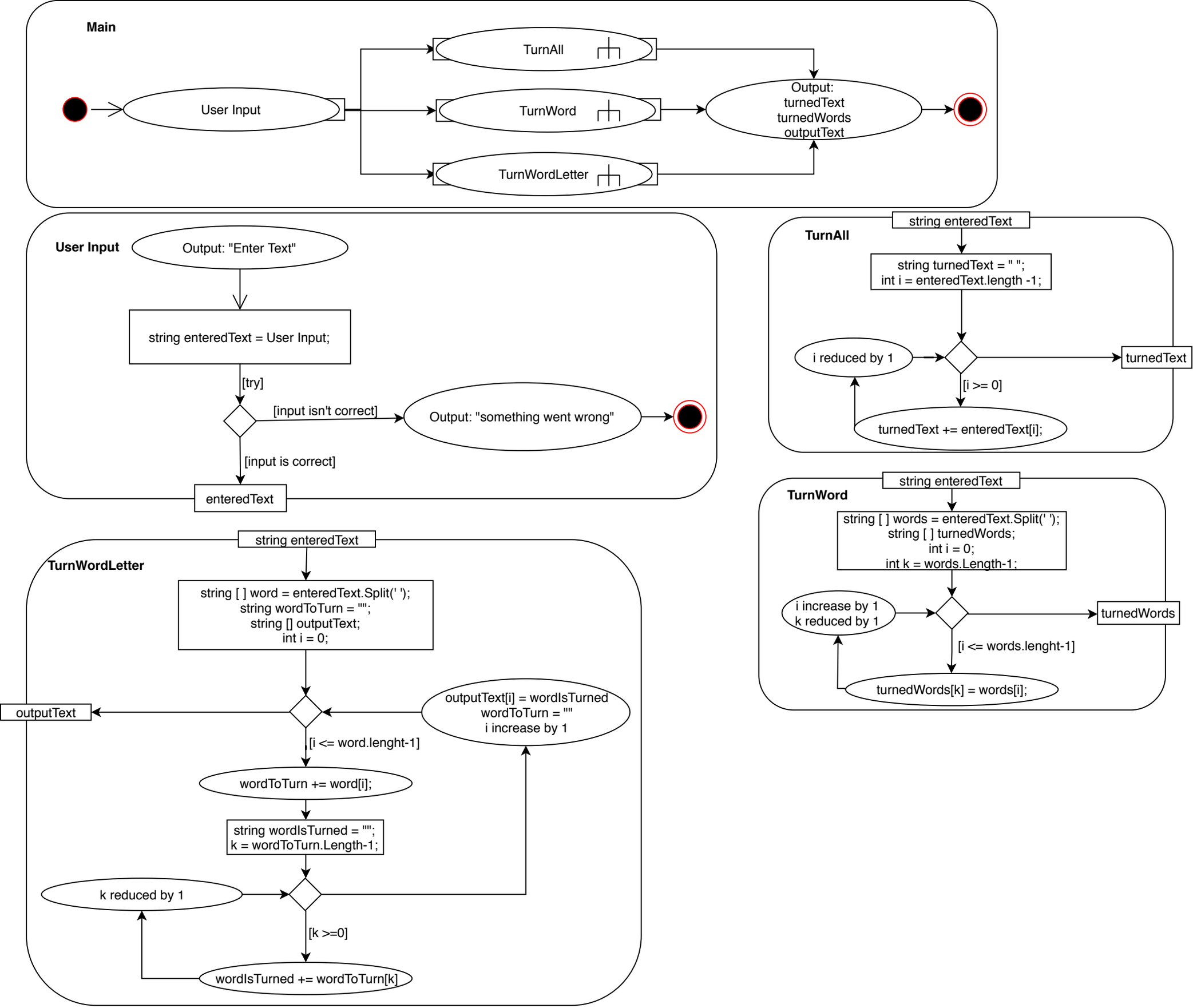
Main
User Input
TurnAll
TurnWord
TurnWordLetter
Output:
turnedText
turnedWords
outputText
User Input
Output: "Enter Text"
string enteredText = User Input;
[try]
[input isn't correct]
Output: "something went wrong"
[input is correct]
enteredText
TurnAll
string enteredText
string turnedText = " ";
int i = enteredText.length -1;
i reduced by 1
[i >= 0]
turnedText
turnedText += enteredText[i];
TurnWord
string enteredText
string [ ] words = enteredText.Split(' ');
string [ ] turnedWords;
int i = 0;
int k = words.Length-1;
i increase by 1
k reduced by 1
[i <= words.lenght-1]
turnedWords
turnedWords[k] = words[i];
TurnWordLetter
string enteredText
string [ ] word = enteredText.Split(' ');
string wordToTurn = "";
string [] outputText;
int i = 0;
outputText
outputText[i] = wordIsTurned
wordToTurn = ""
i increase by 1
[i <= word.lenght-1]
wordToTurn += word[i];
string wordIsTurned = "";
k = wordToTurn.Length-1;
k reduced by 1
[k >=0]
wordIsTurned += wordToTurn[k]