

Pig Latin in Scala

[Readme \(readme\)](#)[Test Suite \(../pig-latin\)](#)

Pig Latin

Implement a program that translates from English to Pig Latin

Pig Latin is a made-up children's language that's intended to be confusing. It obeys a few simple rules (below), but when it's spoken quickly it's really difficult for non-children (and non-native speakers) to understand.

- **Rule 1:** If a word begins with a vowel sound, add an "ay" sound to the end of the word.
- **Rule 2:** If a word begins with a consonant sound, move it to the end of the word, and then add an "ay" sound to the end of the word.

There are a few more rules for edge cases, and there are regional variants too.

See http://en.wikipedia.org/wiki/Pig_latin (http://en.wikipedia.org/wiki/Pig_latin) for more details.

The Scala exercises assume an SBT project scheme. The exercise solution source should be placed within the exercise directory/src/main/scala. The exercise unit tests can be found within the exercise directory/src/test/scala.

To run the tests simply run the command `sbt test` in the exercise directory.

For more detailed info about the Scala track see the help page (<http://help.exercism.io/getting-started-with-scala.html>).


Source

The Pig Latin exercise at Test First Teaching by Ultrasaurus [view source](https://github.com/ultrasaurus/test-first-teaching/blob/master/learn_ruby/pig_latin/) (https://github.com/ultrasaurus/test-first-teaching/blob/master/learn_ruby/pig_latin/)



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