

# Program deleteVowel

```
1  #include<stdio.h>
2  #include<string.h>
3  #include<stdbool.h>
4  int main()
5  {
6      char text[200];
7      bool run = true;
8      // char vowel[10] = {'a','e','i','o','u','A','E','I','O','U'};
9      while(run)
10     {
11         printf("\nPlease enter your text: ");
12         gets(text);
13         int lenght= strlen(text);
14         for (int i = 0; i < lenght ; i++){
15             if (text[i] == 'a' ||
16                 text[i] == 'e' ||
17                 text[i] == 'i' ||
18                 text[i] == 'o' ||
19                 text[i] == 'u' ||
20                 text[i] == 'A' ||
21                 text[i] == 'E' ||
22                 text[i] == 'I' ||
23                 text[i] == 'O' ||
24                 text[i] == 'U'){continue;}
25
26             else {printf("%c",text[i]);}
27         }
28     }
29
30     return 0;
31 }
32
```

- Methods ແລະ Library ທີ່ໃຊ້

<string.h>

- strlen() ຫາຄວາມຍາວຂອງ string.

- Logic ທີ່ໃຊ້

ໃນເບື້ອງຕົ້ນແມ່ນ loop ເພື່ອເອົາຕົວອັກສອນ 1 ຕົວໃນ string ນັ້ນໄປກວດສອບ ກໍຄື: ເມື່ອຕົວອັກສອນນັ້ນມີຄ່າເທົ່າ a,e,i,o,u,A,E,I,O,U ຈະໃຫ້ຂ້າມໄປຫາຕົວໃໝ່ເລີຍ ຖ້າໂຕໃດບໍ່ກົງກັບທີ່ກ່າວມາກໍຈະຖືກສະແດງເປັນປົກກະຕິ.

```
1  for (int i = 0; i < lenght ; i++){
2      if (text[i] == 'a' ||
3          text[i] == 'e' ||
4          text[i] == 'i' ||
5          text[i] == 'o' ||
6          text[i] == 'u' ||
7          text[i] == 'A' ||
8          text[i] == 'E' ||
9          text[i] == 'I' ||
10         text[i] == 'O' ||
11         text[i] == 'U'){continue;}
12
13     else {printf("%c",text[i]);}
14 }
```