Ubbi Dubbi and Pig Latin

Tuesday, March 5th

Preface

The goal for this session is gain a better understanding of how to use loops by creating a Pig Latin and Ubbi dubbi translators.
Note : I have created some small utility functions you may wish to use. Neither of the functions we'll be creating require these utilities nor do you have to use my utilities if you wish to take a modular approach.

Pig Latin

Pig Latin is a word game where you take a letters before the first vowel (a, e, i, o, u, y) in a word, and move those letters to the end of the word then add 'ay' to the very end.

'cat' becomes 'atcay'

'horse' becomes 'orsehay'

'string' becomes 'ingstray'

Alternatively, if the word begins with a vowel, you simply add 'yay' to the end of the word.

'apple' becomes 'appleyay'

'elephant' becomes 'elephantyay'

Your job is to create a function that takes in a string of words and converts all words to their pig latin equivalent.
Hint : I'd reccommend that you create at least one helper function. My approach was to first create a function that changes a single word into pig latin then to use that function inside my main loop.

Ubbi Dubbi

Ubbi dubbi is similar to Pig Latin; you take a word and add 'ub' before the first vowel. **So 'Cat' becomes 'Cubat'**.
Your job is to create a function that takes in a string of words and converts all words to their Ubbi dubbi equivalent.
Hint : I'd take the same approach to this one as you did to pig latin