Materials

- Arduino Uno

Background & Set-Up:

https://en.wikipedia.org/wiki/Pig_Latin

Pig Latin is a language game in which words in English are altered, usually by adding a fabricated suffix or by moving the onset or initial consonant of a word to the end of the word and adding a vocalic syllable to create such a suffix.

Pig Latin in Pig Latin is "Igpay Atinlay" See the Wikipedia page for full examples and rules.

You will set up the Arduino to communicate with your computer using the Arduino's serial port bus that communicates over the USB connection. Use the Arduino-PC Serial Comms starter code to see how to set up the connection. To send a message to your Arduino from your PC, open the serial port monitor (Tools->Serial Port Monitor). Double-check to make sure the settings match your parameters you set up in your program.

Goal:

We want to write a program that will take an input English word and output its Pig Latin translation. You will send a word to your Arduino from your PC using the Serial Port Monitor. The Arduino will parse the word and translate it to Pig Latin. It will then send the translation through the serial port to your PC. Could you develop "pigsay" where an ASCII pig says the Pig Latin translation? See the given input below and the expected output.

Input: "banana"
Output: "ananabay"