

#### is\_vowel():

This function checks if a given char is a vowel or not, the logic is used to check if a character is equal to "a,e,i,o,u" using if-statement and logical operator.

#### is\_consonant():

this function checks if a given char is a consonant or not , the logic used is simple, if it is not a vowel then it is a consonant.

#### ends\_with():

Logic for the function: Introduce 2 variables whose values will decrement as the loops runs until the condition of the loop  
Each of the variable (i & k) will point to a exact point in the given string (a & b), there will be a flag variable for the entire function  
which will be used to check if the function will return true or false

#### ends\_with\_double\_consonant():

the logic used is if the length of the given string is less than 2 then it returns false but if it is greater than 2 then I extracted the last two character and checked if it was a consonant and if they were equal.

#### count\_consonants\_at\_front():

the logic used is starting a for loop from the start of the string and check if each character is a consonant until we reach a vowel and break out of the loop.

#### count\_vowels\_at\_back():

the logic used is starting a for loop from the back of the string and check if each character is a vowel until we reach a consonant and break out of the loop

#### ends\_with\_cvc():

The logic I used for the function is check the length and if the length is more than 2, I extracted the last three character and used the "is vowel" and the "is consonant" function to check if the consonant and the vowel are in the correct order

#### contains\_vowel():

The logic for the function is basically to run the loop for the length for the given string and runs the "is vowel" function for each character in the string.

#### new\_ending():

The function is used to replace the a certain part of a given string with another string, the logic used for the function is just a cutting the string (from the back) and adding the new string onto the newly cut string