

PIG LATIN TRANSLATION DOCUMENTATION

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TABLE OF CONTENTS

1. Introduction	3
2. Rules and Examples	4
3. Interpretation and Assumptions	5
4. Installation	6

INTRODUCTION

According to Wikipedia Pig Latin is a language game in which words in English are altered. The objective is to conceal the words from others not familiar with the rules. The reference to Latin is a deliberate misnomer, as it is simply a form of jargon, used only for its English connotations as a strange and foreign-sounding language.

This microservice takes in an English word from the user and returns the corresponding Pig Latin translation for it by applying the mapping rules.

The code can be found here:

Java code running on port 888 (both client and server)

- <https://github.com/tanvi3juneja/PigLatinTranslatorJava>

RULES AND EXAMPLES

1. For words that begin with consonant sounds, all letters before the initial vowel are placed at the end of the word sequence. Then, "ay" is added.

Examples:

"pig" → "igpay"

"banana" → "ananabay"

"trash" → "ashtray"

"happy" → "appyhay"

"duck" → "uckday"

"glove" → "oveglay"

2. For words that begin with vowel sounds or a silent letter, one just adds "yay" to the end.

Examples:

"eat" → "eatyay"

"omelet" → "omeletyay"

"are" → "areyay"

INTERPRETATION AND ASSUMPTIONS

1. Punctuation

Punctuation between words is preserved.

2. Casing

The cases of individual words are preserved.

INSTALLATION

1. Java (for Windows)

- i. Make sure that you have Java installed on your system.
- ii. Open command prompt (2 separate windows).
- iii. Compile both the Client and Server end code.
->javac PigLatinTranslator.java
->javac Client.java
- iv. Run the server and client in separate windows using following command.
->java PigLatinTranslator
->java Client
- v. You will see a Connection Established command on the server end.
- vi. Enter the English sentences to be translated on the Client end and press Enter key.
- vii. You will see the output on the Client screen after getting processed at server.
- viii. Type "exit" to break the connection between client and server.