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**34th Annual High School Programming Contest**

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##### April 8, 2022

###### Green Problem #4: Gibberish

Background Information: The Gibberish game is a wordplay game, where you create a new word from a pre-existing word by adding “idig” into the word at each word syllable. There are three rules to follow.

1. If a syllable starts with one or more vowels, idig is added before the first vowel.

oink → idigoink

1. If a syllabus starts with one or more consonants, idig is added directly after the consonants.

straight → stridigaight

1. Apply rules one and two for each syllable in the word.

example → idigexidigamplidige

Only A, E, I, O, and U, are to be treated as vowels for our purposes.

Your program will read in a word. The first letter in each syllable of the word will be indicated by an uppercase letter. For instance, the word "example" has three syllables: ex-am-ple. Thus, the input for the program will be "ExAmPle". Your program will output, all in lowercase, the gibberish translation, according to our rules.

###### Programming Problem:

Input:  A word, with a capital letter indicating the start of each syllable.

Output: The word in Gibberish

###### Example 1: Input: ExAmPle

###### Output:  idigexidigamplidige

###### Example 2: Input: Strong

###### Output:  stridigong

###### Example 3: Input: SeQuoiA

###### Output:  sidigeqidiguoiidiga

###### Example 4: Input: GibBerIsh

###### Output:  gidigibbidigeridigish