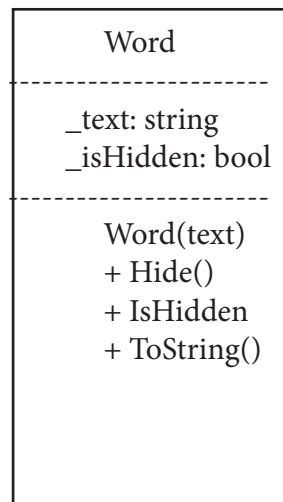
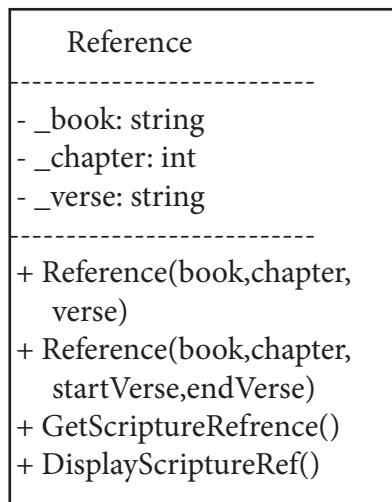


has(1)



has many



Details

Program:

- Entry point with Main() method.
- Handles user input, creates Reference and Scripture objects, and loops for interaction.

Scripture:

- Attributes:
 - `_reference`: Reference (the scripture's reference info)
 - `_words`: List<Word> (the scripture's text split into Word objects)
- Methods:
 - `Scripture(reference, text)`: constructor
 - `HideRandomWords(count)`: hides random words not already hidden
 - `AllHidden()`: returns true if all words are hidden
 - `ToString()`: displays the reference and current state of text

Reference:

- Attributes:
 - `_book`: string (e.g., "John")
 - `_chapter`: int (e.g., 3)
 - `_verse`: string (e.g., "16" or "5-6")
- Methods:
 - `Reference(book, chapter, verse)` and `Reference(book, chapter, startVerse, endVerse)`: constructors
 - `GetScriptureReference()`: returns formatted reference string
 - `DisplayScriptureReference()`: writes to console

Word:

- Attributes:
 - `_text`: string (original word)
 - `_isHidden`: bool (hidden state)
- Methods:
 - `Word(text)`: constructor
 - `Hide()`: sets `_isHidden` to true
 - `IsHidden`: property to get hidden state
 - `ToString()`: returns either underscores or the word

Relationships:

- Program uses Scripture (and thus Reference and Word)
- Scripture "has a" Reference (1)
- Scripture "has many" Words