A screenshot of a computer

Description automatically generated

Program is the main portion of the code the user will interact with and creates and calls the Library class’s methods. LoadFile will take a predetermined file and load in a selection of scriptures to use. LoadFile creates scriptures while adding them to the list of scriptures. Scripture creates Verse instances which creates Word instances, each one cascading. The ChooseScripture will find the Scripture class in scriptures whose reference matches the user’s input. Scripture exports reference using GetReference for both DisplayReferences and ChooseScripture. MemorizeScripture begins the memorization process and goes through verses and Displays them multiple times, hiding words each time. At the end of memorizing, all words will be unhidden before the program returns to the Main() method.