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CSE 210

| Word | Reference | Scripture |
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| Attributes - | Attributes - | Attributes - |
| \_length : private int | \_book : private string | \_reference : private Reference |
| \_isVisible : private bool | \_chapter : private int | \_verse : private List<Word> |
| \_word : private string | \_startVerse : private int |  |
|  | \_endVerse : private int |  |
|  |  |  |
| Methods - | Methods - | Methods - |
| DisplayWord() : public void | DisplayReference() : public void | DisplayScripture() : public void |
| Getvisibility () : public bool getter for isVisible | Reference(string book, int chapter, int verse) : public | HideWords() : public void |
| SetVisibility() : public void setter for isVisible | Reference(string book, int chapter, int startVerse, int endVerse) : public | Scripture(Reference reference, List<Words>) |
| Word(string word) : public |  |  |
|  |  |  |

Method descriptions -

* Word -
  + DisplayWord → will write the word or a series of underscores to the console depending on value of isVisible
  + GetVisibility → returns the value of isVisible
  + SetVisibility → sets the value of isVisible
  + Word constructor → accepts a string and assigns it to \_word. There is no need to pass in the length or visibility; it will be visible by default and the constructor will calculate the length
* Reference -
  + DisplayReference → prints the reference (including the book name, chapter, and verse(s)) to the console
  + Reference constructors - two constructors for Reference; one accepts three values and one accepts four. The one that accepts four is for specifying an end verse. If no end verse is given only a single verse will be used, and \_endVerse will be null.
* Scripture -
  + DisplayScripture → calls DisplayReference once, and DisplayWord for each Word in \_verse
  + HideWords → will randomly set the visibility of a certain number of words to false.
  + Scripture constructor → Accepts two arguments; one for the reference and one for the list of words.