

The program does the following:

Store a scripture, including both the and the text of the scripture and also accommodate scriptures with multiple verses.

Clear the console screen and display the complete scripture, including the reference and the text then prompt the user to press the enter key or type quit.

If the user types quit, the program should end.

If the user presses the enter key (without typing quit), the program should hide a few random words in the scripture, clear the console screen, and display the scripture again.

The program should continue prompting the user and hiding more words until all words in the scripture are hidden.

When all words in the scripture are hidden, the program should end. When selecting the random words to hide, for the core requirements, you can select any word at random, even if the word was already hidden.

```
+-----+ +-----+ +-----+
| Scripture | | Reference | | Word |
+-----+ +-----+ +-----+
| -reference: string | | -book: string | | -text: string |
| -text: string | | -chapter: int | +-----+
+-----+ | -verse: int |
| +GetReference() | +-----+
| +SetReference(string) |
| +GetText()
| +SetText(string)
```

The classes in this diagram are:

Scripture

Attributes:

Reference: The reference of the scripture, such as "D&C 55:4".

Text: The text of the scripture.

Behaviors:

GetReference(): Gets the reference of the scripture.

SetText(): Sets the reference of the scripture.

GetText(): Gets the text of the scripture.

SetText(): Sets the text of the scripture.

Word

Attributes:

Index: The index of the word in the scripture.

Text: The text of the word.

Behaviors:

GetIndex(): Gets the index of the word in the scripture.

SetText(): Sets the index of the word in the scripture.

GetText(): Gets the text of the word.

SetText(): Sets the text of the word.

Program

Attributes:

Scriptures: A list of scriptures.

CurrentScripture: The current scripture that is being displayed.

CurrentWord: The current word that is being hidden.

Behaviors:

AddScripture(): Adds a scripture to the list of scriptures.

RemoveScripture(): Removes a scripture from the list of scriptures.

DisplayScripture(): Displays the current scripture.

HideWord(): Hides the current word.

UnhideWord(): Unhides the current word.

IsWordHidden(): Checks if the current word is hidden.

GetNumWordsHidden(): Gets the number of words that are hidden.

GetNumWordsTotal(): Gets the total number of words in the current scripture.