Bible

-bibleNumber // ordinal among all of the Bibles loaded
-libraryPath
+String translationCode
+String translationName
+Testament[] testaments
+Book[] books
+Xrefs[] Xref // array of cross references
+DataSource dSource // database containing persisted data

///// statics - medhods belonging to the class, not an instance ed. Bible.getBible()
getBible() : // returns the singleton Bible
getBibleNumber(n) : // returns the nth Bible open
getNumberOfBibles() : number // returns the number of open Bibles
///// instance methods - belong to a specific Bible eg. aBible.getBooks()
+getBooks() : Book[] // returns array of all the books
~addTestament(testament) : // add a new testament to the Bible
~addBook(book) : // add a new book to the Bible
~addXref(xref) : // called from cross reference loading to add a new xref to the list
~loadAll() : // Called during Bible init to trigger loading of the various components.
-stateMachine() : // starts or continues execution of state machine

Testament

+integer ordinal
+String name

Book

+integer ordinal
+String name