What does the program do?  
    - removes words to help a user memorize scriptures  
    - Displays the scripture (including reference)  
    - Clear the terminal each time a user enters enter  
    - when "quit" is entered, the program will end  
    - have the user enter a reference (stretch)

What user inputs does it have?  
    - Quit  
    - enter (deletes/omits words from a scripture)  
    - scripture (stretch)

What output does it produce?  
    - scripture (including reference)  
    - scripture with words removed (edited scripture)  
    - instructions

How does the program end?  
    - User enters quit

What are good candidates for classes in this program?  
    - scripture  
    - word  
    - reference  
    - program

What are the primary responsibilities of each class?  
    - scripture class  
        - providing a scripture  
        - re-displaying scripture  
        - provide format (text, reference) (optional)  
  
    - Word class

        - clear screen  
        - remove words  
    - reference  
        - makes the stretch easier, pulling a scripture from a list/csv file and assign it to a file  
        - initially sets the scripture  
    - program class  
        - call methods from other classes

What are the behaviors this class will have in order to fulfill its responsibilities? (In other words, what things should this class   
do?)  
    - scripture class  
        Methods:  
            public string toString()  
                - Pull the scripture  
                - display the scripture

    - Word class  
        Methods:

public string toString():

public void WordsRemover()  
    \* While loop to refresh scripture  
       if statement that waits for the user to hit enter, and then will call the remove word method. while should continue unitl the the user hits quit

            Getter and setter  
                - get scripture  
                - set the edited scripture as the new value  
            SplitScripture(): list of the words in the scripture  
            ReplaceWord(): random generator that uses .replace() to replace random words with \_  
            public bool NothingLeftOut(): clear the current scripture

    - reference class  
        Methods:  
            - get the reference from the user  
            - set the reference to the chosen scripture

What attributes does this class need to fulfill its behaviors? (In other words, what variables should this class store?) What are the data types of these member variables?

    Scripture class  
        \_scriptureText: string  
        \_reference: Reference

    Word class  
        \_scriptureList: List  
        \_wordIndex (inside of the ReplaceWord()): int

    reference class  
        private string \_book = "";

private string \_chapter = "";

private string \_verse = "";

What constructors should each class have?

    In other words, what parameters should you pass in when creating an object of that type. What other work needs to be done to   
    set up these objects? (For example, does the constructor need to run code to perform set up tasks, like creating lists, iterating   
    through variables, etc.)

        Scripture class

           public Scripture (Reference scriptureReference, string scriptureText)

        Word Class

            public Word(Scripture scripture)

        Reference Class

            public Reference(string book, string chapter, string verse)