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| Program |  | ScriptureList |
| The main class is the entryway to the program. It presents a list of options and provides a switch statement to link the classes. |  | The ScriptureLIst Class will contain a pre-programmed dictionary of scriptures from which to choose.  Constructor will randomly choose an element from the dictionary, and assign the key to verse, value to scripture |
| filename: string  entries: List<Entry> |  | \_scriptures: Dictionary<string, string>  Static attribute – verse: string  Static attribute – scripture: string  rand: Random |
| Main(): void   * scriptureList: ScriptureList * convert: ConvertTextToList * display: Display |  | ScriptureList(): void (Constructor)  DictionaryGenerator: void |
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| ConvertTextToList |  | UpdateList |
| This class will use the constructor to create a public list from the static scripture in ScriptureList. It will separate by spaces. |  | This class will have no explicit constructor, but will have a function which will accept a list of text, randomly select three indexes, and convert the characters (ignoring punctuation) to underscores. It will return the new list. |
| textList: List<string> |  | rand: Random |
| ConvertTextToList(): void (Constructor)  tempList: List<string> |  | ListUnderscore(): List<string>   * tempWord: string |
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| Display |  |  |
| This class will run from main and will continue a while loop as long as the user is pressing the space button, or enters the keyword “quit.”  This class will call the UpdateList class to make use of the ListUnderscore function.  It will then display the new list to the console. |  |  |
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| DisplayList(): void   * canQuit: bool * updateList: UpdateList * concatenatedList: string |  |  |