Class: Word

Attributes:

\_scripture: List<strings>

\_scriptureText : string

Constructors:

Word(scriputeText)

Methods:

Hide()

Show()

IsHidden()

GetRenderedText(\_scriptureText)

Class: Scripture

Attributes:

\_reference

\_scriptureText

Constructors:

Scripture(referenceInfo, verseText)

Methods:

HideWords()

DisplayVerse()

IsCompletelyHidden()

UserInput()

Class: Program

Start Program

Read References File

Add References to list

Store List in Reference Class

Select random Scripture from List

Store \_scripture in Scripture Class

Split \_scripture into list

Store \_scriputeList into Word

Select Random word to remove

Class: Reference

Attributes:

\_book

\_chapter

\_verseNumber

\_endVerseNumber

\_text

Constructors:

Reference(book, chapter, verseNumber, text)

Reference(book, chapter, verseNumber, endVerseNumber, text)

Methods:

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#### **Showing Creativity and Exceeding Requirements:**

\*Have the program to load scriptures from a file.