What does the program do?	What user inputs does it have?	What output does it produce?	How does the program end?
• Stores a scripture. • Displays a scripture on run. • Starts to "hide" words in the scripture until end of program.	• The enter key • the typed word "quit"	• The "hiding" of the words in the scripture	• When all words are hidden • When the user enters "quit"

Scripture

_reference : string
_text : list
_hiddenText : list

HideWords(numToHide):void
GetRenderedText():string
IsCompletelyHidden(text):boolean

Reference

_book : string
_chapter : string
_verse : string

Show():void

Word

_word : string

Hide():void
Show():void
IsHidden():boolean
GetRenderedText():string

ScripturesLibrary

_scriptureList : list

GetScripture():string, string