Scripture memorizer design doc

I don’t know how to make this look exactly like UML diagram, but I am trying to follow the syntax and layout methodology. I kept the Constructor section separate from the methods.

**Scripture Class: Public**

**Attributes:**

* \_reference: Reference
* \_wordList: List<Word>
* \_fullText: string

**Constructor:**

* Scripture(reference: Reference, wordlist: List<Word>): Scripture

**Methods:**

* RenderScripture(): void
* HideWords(): void
* UpdateFullText(): string



**Reference Class: Private**

**Attributes:**

* \_book: string
* \_chapter: int
* -startVerse: int
* \_endVerse: int

**Constructor:**

* Reference(book: string, chapter: int, startVerse: int, endVerse: int): Reference
* Reference(book: string, chapter: int, startVerse: int): Reference

**Methods:**

* GetReference(): string
* SetReference(book: string, chapter: int, startVerse: int, endVerse: int): void
* SetReference(book: string, chapter: int, startVerse: int): void

**Word Class: Private**

**Attributes:**

* \_word: string
* \_blank: string
* \_isHidden: bool

**Constructor:**

* Word(word: string, IsHidden: bool): Word
* Word(word: string): Word

**Method:**

* GetWord(): string
* SetWord(word: string, isHidden: bool): void
* SetWord(word: string): void
* HideWord(): void