**Classes:**

* Program – public
* Scripture - public
* Reference – private- string
* Word – private

**Behaviors**

Scripture class

* Display scripture
* Display the reference as a string
* Hide words.
* Store words in list
* Get Rendered Text
* Is Completely Hidden
* Reference constructor
* Word list constructor
* Full text constructor

Reference class

* get Reference
* Update scripture

Word class

* Hide word
* get Word
* Show word
* Get Rendered Text
* Is Completely Hidden

Program class

* Start program
* Get user choice (enter or quit)
* End program
* End hide words process

**Attributes**

Scripture

* Reference - reference class – reference constructor
* List for the words – list constructor for list
  + Words in list – word
* String for full text – full text constructor
* List of verses - list

Reference

* Book name – string
* Chapter number – string
* Verse number – string
* End verse number – string

Word

* Text – a string
* Hidden version – string
* isHidden tracker – bool

**Constructor Methods**

Scripture(reference, text)

Gets the reference and puts words into list

Reference(book name, chapter number, start verse, end verse)

Reference(book name, chapter number, start verse)

Stores reference data, if no end verse provided, use start verse as end as well.

Word(text of word, isHidden)

Word(text of word)

If nothing is passed for isHidden, set isHidden to false

Generate the hidden version