

# W05 Team Activity: Designer

Class: Scripture

Attributes:  
\_scripture : string

Constructors:  
Scripture()  
Scripture(scriptureText : string)

Behaviors:  
GetScripture() : string  
SetScripture(string scriptureText) : void

Class: Reference

Attributes:  
\_book : string  
\_chapter : string  
\_startVerse : string  
\_endVerse : string

Constructors:  
Reference()  
Reference(book : string)  
Reference(book : string, chapter : string)  
Reference(book : string, chapter : string, startVerse : string)  
Reference(book : string, chapter : string, startVerse : string, endVerse : string)

Behaviors:  
GetBook() : string  
SetBook(string bookName) : void  
GetChapter() : string  
SetChapter(string chapterNumber) : void  
GetStartVerse() : string  
SetStartVerse(string verseNumber) : void  
GetEndVerse() : string  
SetEndVerse(string verseNumber) : void

Class: Word

Attributes:  
\_word : string

Constructors:  
Word()  
Word(word : string)

Behaviors:  
GetWord() : string  
SetWord(string word) : void

Interactions:

Scripture and Word: When a scripture class is created with the text inserted (Scripture("And it came to pass")), it's constructor will create a word class for every word in the scriptureText passed through. It does this by passing each word in a loop into the word constructor (Word("And")).