* Step 4
  + What does the program do?
    - Displays a scripture
    - Randomly hide words
    - Accept user input
    - Exits when quit is pressed
  + What user inputs does it have?
    - “Quit”
    - “Enter key”
  + What output does it produce?
    - The Reference
    - The scripture
    - The scripture partially or fully hidden
  + How does the program end?
    - The user types quit
    - All the words have been hidden
  + Things I don’t know how to do
    - Clear the screen - Console.clear();

Classes and their design

* What are good candidates for classes in this program?
  + Scripture Memorizer
  + Scripture
  + Reference
* What are the primary responsibilities of each class?
  + Scripture
    - Attributes:
      * + ScriptureText: string
        + Reference: class
    - Method(s):
    - Constructor:
      * Scripture:class

\_scriptureRefrernce: string

\_scriptureText: string

* + - * toString:string

return

* + ScriptureMemorizer
    - Attributes:
      * + Scripture:Class
        + ScriptureTextList:List
    - Constructor
      * + convertTextToList – converts string to list
        + removeWordsFromText – hides words
        + toString – converts list back to a string
        + hasWordsLeft – decides if more can be removed
    - Reference
    - Attributes:
      * + Book
        + Chapter
        + Verse
    - Construtor
      * toString – combines attriutes to string