Class: Program

* Runs Program and accepts user input
* Program ends when user reaches end of program or types quit.
* Calls Scripture.displayScripture (default values for reference and text are John 3:16)
* Awaits user input to press enter or quit
* When enter is press, scripture.hideWord
* Then it lops back to the beginning

Class: Scripture

* Tracks reference and text of the scripture, hides words in the scripture, and displays scripture.
* Methods:
  + HideWord(\_words)
    - Accepts a list<Words> and randomly selects 3 to hide and returns the list
    - When the whole scripture is hidden it will exit the program
  + DisplayScripture(\_reference, \_words)
    - Calls reference.display and then converts \_words to string and writes them.
  + LoadScripture(“filename.txt”)
    - Possibly loads a file for scriptures to be used
  + ConvertToList(scripture)<private>
    - Converts the scripture string into a list of Words
* Attributes
  + Reference: String
  + List<Word>
  + \_word: Word
  + isHidden: Boolean
* Constructors
  + Scripture(reference, scripture){}
    - Sets the reference value and the scripture value
    - Calls the private function ConvertToList to convert the scripture string into a list of Words

Class: Word

* Tracks individual words and if they are hidden
* Methods
* Attributes
  + Hidden: Boolean
  + Word: string
* Constructors
  + Word(word){}

Class: Reference

* Tracks book, chapter, and verse or verses.
* Methods:
  + DisplayReference()
  + SetReference()
* Attributes
  + Book: string
  + Chapter: string
  + Verse: string
  + verseEnd: string
* Constructors
  + Reference (book, chapter, verse) {}
  + Reference (book, chapter, verse, verseEnd) {}
  + Reference(reference){}