Class: Program

* Runs Program and accepts user input
* Program ends when user reaches end of program or types quit.

Class: Scripture

* Tracks reference and text of the scripture, hides words in the scripture, and displays scripture.
* Methods:
  + HideRandomWord()
  + DisplayScripture()
  + IsCompletelyHidden()
  + LoadScripture()
* Attributes
  + Reference: String
  + List<Scripture>
  + isHidden: Boolean
* Constructors
  + Scripture(){}

Class: Word

* Tracks individual words and if they are hidden
* Methods
  + Hide()
  + IsHidden()
  + ConvertScripture(List<Scripture>)
* Attributes
  + Hidden: Boolean
  + Word: List<>
* Constructors
  + 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) {}