1. What does the program do?

Displays a full scripture and then hides a few words at a time until the complete scripture is hidden. The reference for the scripture remains.

1. What user inputs does it have?

Two inputs: 1- enter key to make the words disappear. 2- Type “quit” to end the program.

1. What output does it produce?

Two outputs: 1- A whole scripture along with its reference. 2- Prompts user for an option. 3- Replace word by “blanck”.

1. How does the program end?

User mut type “quit”.

CLASS RESPONSIBILITIES:

Class Program: 1- Start the program. 2- Display a menu of options and prompt user. 3- Stantiate a new object. 4- ends the program.

Class Scripture: 1- Keeps track of the text of the scripture. Split words. Replace words by “---“.

Class Reference: 1- Keeps track of the book, chapter, and verse referense.

Class Word: 1- Keeps track of a single word, tracks a new list of words and display it.

CLASS METHODS (BEHAVIORS)

Program: main() – 1- Start the program by displaying a menu option and creating a new Scripture Object. 2- Provide user´s prompt for the 2 options. 4- Ends the game if user chooses “quit”.

Scripture: Constructor(string argument) – sets the attributes for the first verse reference. Constructor(string argument, string argument) – sets the attributes for the sequence of verse reference. GetScripture() – return scripture. SplitWords() – Splits the words in the scripture. HideWords() – hide the words randomly.

Reference: Constructor() – sets the attributes. GetReference() – return the scripture reference. SetReference() – Set how reference behaves.

Word: Constructor() – sets the attributes. ReceiveWords() – receives words (hidden and not hidden) to a new list. Display() – displays the words of the scripture.

CLASS ATTRIBUTES

Scripture: \_scripture: string – to store the scripture. | \_words: List<string> – store and keep track of the words of the scripture.

Reference: \_book: string – stores the book | \_chapter: string – stores the chapter. | \_firsVerse: string – stores the first verse. | \_lastVerse: string: stores the remaining verses.

Word: \_word: List – receives the words as parameter. | \_hiddenWords: List<string> - stores and keep track of the words that are hidden and not hidden.

\*NEW CHANGES:

Chanages in the class and program specification:

class Scripture: Attributes (changed \_words as string[] to List<string> | moved HideWords() to Word class | Added a SplitWords()

class Word: changed \_hiddenWords from List<string> to string to keep track of a single word | Deleted ReceiveWords() and added RandomWord() | Added an EndGame().