**Scripture Memorizer Program**

**Reference**

\_book : string

\_chapter : int

\_startVerse : int

\_endVerse : int

Reference(book : string, chapter : int, verse : int) - Constructor single verse

Reference(book : string, chapter : int, startVerse : int, endVerse : int) Constructor range DisplayReference() : string

**Scripture**

\_reference : Reference

\_words : List

Scripture(reference : Reference, text : string) – constructor

DisplayScripture() : string

HideRandomWords(count : int)

**Word**

\_text : string

\_isHidden : bool

Word(text : string) – constructor

HideWord() : void - Set bool true/false

DisplayText() : string - Return underscore if hidden, else returns text