Class Scripture

Reference : reference

List<words> \_word = new List<words>(): string

HideText(): void

DisplayText(): void

GetRandomWord(): string

Class Reference

\_book: string

\_chapter: int

\_startVerse: int

\_endVerse: int

Reference()

Refernce(book: string, chapter: int, startVerse: int)

Reference(book: string, chapter: int, startVerse: int:, endVerse: int)

GetSingleVerse(): string

GetMultiVerse(): String

Class Word

\_word: string

randomWord(): string

ShowWord(): string

HiddenWord(): string

GetIsHidden(): bool

In this program the class Scripture, Reference and Words will interact with each other to create a program where the user will be able to memorize a set of scripture by reading and creating blank spaces as the Enter Key is selected and the whole scripture becomes hidden completely. We will create a scripture list where we will go through each word and randomly select words to be hidden until all words are replaced with blank lines. Using the principle of encapsulation, all the behaviors will happen within their own class. We will have a few conditional statements and constructors to deal with the multi-verse situation in the reference class. Also, some getters to get the hidden info from private member variables to use in other parts of the code.

As we work on developing the program this week, we will find a better understanding of how it all works together.