**Scripture Memorizer Program Design**

1. What does the program do?

The program displays a full scripture and then hides a few words in the scripture at a time, continues to hide more words until all words in the scripture are hidden or the user types ‘quit’.

1. What user inputs does it have?

* ‘Enter’ keystroke
* Quit

1. What output does it produce?  
    - Full text of scripture and its reference

- Text of scripture with random words hidden

1. How does the program end?

- User types ‘quit’

- When all words in the scripture are hidden

**Classes**

* **Scripture**

Responsibilities:

* Keeps track of scripture reference
* Keeps track of the each word in the Scripture

Behaviours:

* Can hide word
* Can tell if all the words in a scripture have been hidden
* Gets refence and scripture text in the formatted manner for display
* **Word**

Responsibilities:

* Keeps track of a word
* Tracks the visibility state of the scripture
* Can hide word
* Can return the word as text

Behaviours:

* Tells if a word is hidden or not
* Can hide a word
* Can return the literal text of a word
* **Reference**

Responsibilities:

* Keeps track of a book name/title
* Keeps track of a chapter in that book
* Keeps track of a starting verse in that chapter
* Keeps track of ending verse in that chapter

Behaviours

* A picture containing text, screenshot, font, diagram

  Description automatically generatedReturns a formatted reference in book chapter:startverse-endingverse format