Scripture Memorizer

Class 1: Scripture.cs

* Responsibility: Keeps track of the reference and the text of the scripture. Can hide words and get the rendered display of the text.
* Behaviors:
  + HideWords()
  + GetRenderedText()
  + IsCompletelyHidden()
* Attributes:
  + String \_reference;
  + string \_text;
* Constructors:
  + Public Scripture(string reference, string text)

{

\_reference = reference;

\_text = text;

List<string> words = new List<string>(text.split(‘,’));

Class 2: Reference.cs

* Keeps track of the book, chapter, and verse information
* Behaviors:
  + GetReference()
  + ConvertToString()
  + Hold(book, chapter, verseFrom, verseTo)
* Attributes:
  + String \_book;
  + int \_chapter;
  + int \_verseFrom;
  + int\_verseTo;
* Constructors:
  + Public Reference (string book, int chapter, int verseFrom)

{ \_book = book;

\_chapter = chapter;

\_verseFrom = verseFrom;

\_verseTo = verseFrom;

}

* + Public Reference (string book, int chapter, int verseFrom, int verseTo)

{ \_book = book;

\_chapter = chapter;

\_verseFrom = verseFrom;

\_verseTo = verseTo

}

Class 3: Word.cs

* Keeps track of a single word and whether it is shown or hidden.
* List Words (this list of words will come from the scripture)
* Behaviors:
  + Hide()
  + Show()
  + IsHidden()
  + GetRenderedText()
* Attributes
  + String \_word;
  + Bool \_isVisible;
* Constructors:
  + Public Word(string word)

{

\_word = word;

\_isVisible = true;

}

