1. Word Class

* Attributes
  + \_word [String]
  + \_statusHide [Boolean]
* Behaviors
  + Word(String word) [Void] – Word constructor
  + GetWord() [String] – returns the stored word as a string
  + Hide() [Void] – changes the \_statusHide variable to True
  + Show() [Void] – changes the \_statusHide variable to False
  + IsHidden() [Boolean] – returns the Boolean stored as \_statusHide

1. Reference Class

* Attributes
  + \_book [String]
  + \_chapter [Int]
  + \_verse [Int]
  + \_endVerse [Int]
* Behaviors
  + Reference(String book, Int chapter, Int verse) [Void] – Reference constructor
  + Reference(String book, Int chapter, Int verse, Int endVerse) [Void] – Reference constructor including an end verse.
  + GetReference [String] – Returns the stored variables as a string in the format of a scripture reference. Will ensure that the proper format is used depending on if the \_endVerse is used or not.

1. Scripture Class

* Attributes
  + \_reference [Reference]
  + \_verse [List<Word>]
* Behaviors
  + Scripture(String reference, String verse) [Void] – Scripture constructor.
  + Memorize() [Void] – Function displays both the reference and the verse or verses in the proper format. It also includes the necessary code to call HideWords() when the enter key is pressed, end the loop when quit is entered, or end the loop when IsCompletelyHidden returns true.
  + HideWords() [Void] – Will randomly select three words within the \_verse list and change their \_statusHide from False to True by calling the Hide() function of the Word class.
  + IsCompletelyHidden() [Boolean] – Itterates through the \_verse list and checks if all the words are hidden or not by calling the IsHidden() function for each word. If all words return True, then IsCompletelyHidden() will return True. Otherwise, it will return False.

1. Main Class

* Attributes:
  + scripture [Scripture]
* Responsibilities:
  + Will enter the verse and reference into the Scripture class constructor.
  + Will call Memorize() function from the Scripture class.