MainClass

Create instances

Call constructors

Accept user input



ScriptureClass

Behavior

Display

Store verse

Hide words

Attributes:

_reference(string)

_verse(string)

_word<verseList>(list)

Constructors:

Display(ref, verse)

Break(verse)

WordClass

Behavior

Store Hidden and shown word

Split words

Create list

Attributes:

_hidden(bool)

_shown(string)

_randomWord(string)

_index(int)

_list(string)

Constructors:

List()

Show()

Hide()

ReferenceClass

Behavior

Stores chapter

Stores verse

Stores book

Attributes:

_Book(string)

_Chapter(string)

_verseInfo(string)

_verseInfo2(string)

Constructors:

GetSingleReference()

GetMultiReference()