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**W05 Team Activity: Designer**

**Review the Program Specification**

1. What does the program do? Helps the user memorize scriptures passages by hiding random words and replacing them with an “\_”.
2. What user inputs does it have? The user can press the ‘Enter’ key to hide additional words or type “quit” to exit the program.
3. What output does it produce? Pressing ‘Enter’ hides additional words and typing “quit” exits the program.
4. How does the program end? Typing “quit” into the console.

**Determine the classes**

1. What are good candidates for classes in this program?
   1. ScriptureText
   2. HideText
2. What are the primary responsibilities of each class?
   1. ScriptureText

**Define class behaviors**

1. What are the behaviors this class will have in order to fulfill its responsibilities? (In other words, what things should this class *do*?)

**Define class attributes**

1. What attributes does this class need to fulfill its behaviors? (In other words, what variables should this class *store*?)
2. What are the data types of these member variables?
3. What constructors should each class have?

**Define Constructors**

1. What constructors should each class have?
   * In other words, what parameters should you pass in when creating an object of that type.
2. What other work needs to be done to set up these objects?
   * For example, does the constructor need to run code to perform set up tasks, like creating lists, iterating through variables, etc.