## Class Diagrams

|  |
| --- |
| Word |
| - \_wordToDrop : string  - \_isHidden: bool |
| + Hide(): void  + Reveal(): void  + IsHidden(): bool  + GetWordText(): string |

|  |
| --- |
| Reference |
| - book\_name: string  - chapter: int  - verses: list[int] |
| + GetReferenceText(): string  + GetBookName(): string  + GetChapterNumber(): int  + GetVerseNumbers(): int |

|  |
| --- |
| Scripture |
| - reference: string  - text: string  - words: list[Word] |
| + DisplayScripture(): void  + HideWords(): Void  + GetVisibleScriptureText(): string  + AreAllWordsHidden(): bool |

## Review Program Specifications

Objective: Show the scripture and slowly remove pieces to help the user memorize the verse.

Input: Exit or enter

Output: Reference to scripture and updated scripture with words removed

Program ends: User types exit or all words are gone

## Determine the Classes

* Scripture
  + Keeps track of the text of the scripture and the reference, and hides the words chosen by the word class.
* Reference
  + Stores the Book, Chapter, and Verse.
* Word
  + Tracks a word from the scripture and whether it should be hidden.

## Define Class Behaviors

* Scripture
  + - reference: string
  + - text: string
  + - words: list[Word]
* Reference
  + - book\_name: string
  + - chapter: int
  + - verses: list[int]
* Word
  + - \_wordToDrop : string
  + - \_isHidden: bool

## Define Class Attributes

* Scripture
  + - reference: string
  + - text: string
  + - words: list[Word]
* Reference
  + + GetReferenceText(): string
  + + GetBookName(): string
  + + GetChapterNumber(): int
  + + GetVerseNumbers(): int
* Word
  + \_wordToDrop : string
  + - \_isHidden: bool

### Constructors

* Scripture:
  + Public Scripture (string Reference, string text)
* Reference:
  + Public Reference (int startingVerse)
  + Public Reference (int startingVerse, endingVerse)
* Word:
  + Public Word (string wordText)

## Notes from the meeting

\* Scripture

\* Parameters: Reference

\* List(words in the scripture)

 \* String(variable)

\* Updated Scripture

\* Constructor: call words to get random word before constructing scripture

\* Reference

\* At least 2 parameters

\* Constructors: Public reference

\* Parameter 1: Book

\* Type: String

\*Parameter 2: Chapter

\* Type: Int

\* Parameter 3: Verse Start

\* Type: Int

\* Parameter 4: Verse End - Int

\* Word

\* Constructors: drop\_word

\* Parameter: Scripture

\* Type: List of each word

\* Parameter: drop\_word

\* Type: String

\* In order for a drop\_word to not be called again, write the program to pull from the updated\_scripture.