Diagram Class: Scripture Memorizer

Jorge A. Chavez

CSE 210: Programming with Classes - Unit 3: Encapsulation

Program

_dictionaryScriptures: LibraryOfScriptures
_scripture: Scripture

+ Main(string[]) : void

LibraryOfScriptures

- _scriptureDictionary: List<Dictionary<string,object>>

+ LibraryOfScriptures()

+ AddScripture(string, int, int, int?, string): void
+ GetScriptureById(): Dictionary<string,object>
+RandomScripture(): Dictionary<string,object>
+DisplayScriptures(): void
+GetNumberOfScriptures(): int

Reference

- _book: string
- _chapter: int
- _verse: int
- _endVerse: ?int

+ Reference(string, int, int)
+ Reference(string, int, int, int)

+ToString() : string

Scripture

- _reference: Reference
- _words: List<Word>
- _rng: Random

+ Scripture(Reference, string)

+HideWords(): void
+ DisplayScripture(): string
+ DisplayScriptureHidden(): string
+ IsCompletelyHidden(): bool

Word

- _wordText: string
- _isHidden: bool

+ Word(string)

+ WordText : string
+ IsHidden: bool

+ ToString(): string