



Program Flow:

The program begins with an instance of the Scripture class will displaying a scripture, including reference and text of verse/verses. The user is prompted to press enter to hide random words and re-display the scripture, or type "quit" to end the program.

The Reference class will store the book, chapter, starting verse, and ending verse(if multiple verses).

The Word class will store each word in the text and it's hidden status.

The Scripture class stores the scripture, including its reference using a Reference object, and the text of the scripture by creating Word objects from the Word class and storing them in the words list.

Each time the user presses enter, the scripture class will handle selecting random words to hide, clearing the console using the `Console.Clear()` method, and displaying a rendered version of the scripture.

The program will end if the user types "quit" or when all of the words in the scripture are hidden.

Ending the program:

The program will end if the user types "quit" or when all of the words in the scripture are hidden.