

What the assignment asks for:

- What does the program do<sup>1</sup>?
- What user inputs do it have<sup>2</sup>?
- What output does it produce<sup>3</sup>?
- How does the program end<sup>11</sup>?
- What classes are in it<sup>22</sup>?

What I turned in:

<sup>1</sup>The program has the responsibility to show the scripture according to the selected number, for example: if the user selects the number 3, then the program will show Genesis 1:1, for example.

<sup>2</sup>The user inputs relies on a list composed by numbers and a list of scriptures, which is shown according to the selected number.

<sup>3</sup>The outputs produced by it rely on a result given according to the selected number, with the program verifying what scripture is related to it and showing it.

<sup>11</sup>The program ends when the user types no or presses enter.

<sup>22</sup>The classes in it are 3: Scripture, Program and Memorizing:

- Scripture: The part of the code where some attributes are encapsulated;
- Memorizing: The part of the code that contains the begin method with the first message of the program;
- Program: The main part of the code that contains the scriptures and a try/catch;

