What the assignment asks for:

* What does the program do¹?
* What user inputs do it have²?
* What output does it produce³?
* How does the program end¹¹?
* What classes are in it²²?

What I turned in:

¹The 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.

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

³The 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.

¹¹The program ends when the user types no or presses enter.

²²The 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;

The Program ends

No

Yes

Asks if the user wants another scripture

Show the respective scripture according to the number

Begin

User selects a number