

# SCRIPTURE MEMORIZER: DESIGN

Scripture
private _book: string private _chapter: int private _startVerse: int private _endVerse: int private _verses: List<Verse>
Scripture(book, chapter, verse): constructor Scripture(book, chapter, startVerse, endVerse): constructor  DisplayScripture(): void

Verse
private _verse: string
public Verse(string verse): constructor  public HideWords(): void private SplitWords(): string[] private BuildVerse(string[]): void public GetVerse(): string public DisplayVerse(): void public TotallyHidden(): bool

Word
private _word: string private _isHidden: bool
public Word(string word): constructor  public Hide(): void public IsHidden(): bool public GetWord(): string

# DESCRIPTION

## Scripture

`DisplayScripture(): void` -> It will display the scripture in console

## Verse

`public HideWords(): void` -> hide 2 random words of the verse

`private SplitWords(): string[]` -> split the verse in words, return array with words

`private BuildVerse(string[]): void` -> updates the verse with hidden words

`public GetVerse(): string` -> getter

`public DisplayVerse(): void` -> displays the verse

`public TotallyHidden(): bool` -> true if word is totally hidden

## Word

`public Hide(): void` -> this will change the `_hidden` attribute to true

`public IsHidden(): bool` -> this will return if the word is hidden

`public GetWord(): string` -> returns the word