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**W05 Team Activity: Designer**

**Plan for Scripture Memorization Program**

Displays a scripture with a reference and then allows user to choose quit or Enter. Enter will remove 3 words and replace them with “\_” characters and then write the updated scripture to the console.

**Class Ideas**

**Scripture class**

This would be responsible for holding a reference to a scripture and the text of a scripture

**Member variables**

String to store the reference

String to store the text of the scripture itself

**Constructors**

Will need to pass in reference data via reference class and the text of the scripture?

The constructor could by default convert the scripture string into a list of words.

Getters and setters

Would need these to set and retrieve the initial values of the scripture class from the main program?

Methods

DisplayScripture()

Reference class

responsible for holding the chapter and verse numbers

Member variables

String to store chapter number

String for starting verse number

String for end verse number

Constructor

Will need 2 constructors, one that accepts a book, chapter and one verse and another that accepts a book, chapter and 2 verses.

Getters and Setters

Will need one to set the values for the scripture of choice

Methods...

DisplayScriptureReference()

Reviewed material suggested a Word Class

RandomWords ()

This would be responsible for accepting a list of multiple words, then get a random number between 0 and the max index in the list, then it needs to call the HideWord() method to replace that word with “\_” characters and then return the string back to the caller.

Member Variabes

\_wordList

Constructors?

Getters and Setters?

HideWord ()

This method will could be responsible for accepting a string (word) and changing each character of the word to a designated character “\_”.

\_membervariables