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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