

Scripture
private List<Reference> _referenceList: List<Reference> private List<Word> _wordList: List<Word>
public Scripture() public Scripture(Reference, Word) public HideWords(): void public GetRenderedText(): string public IsCompletelyHidden():bool

Reference
private _book: string private _chapter: string private _verse: string private _isShown: bool
public Reference() public Reference(string, string, string) public Reference(string, string, string, bool) public GetBook(): string public SetBook(string): void public GetChapter(): string public SetChapter(string): void public GetVerse(): void public SetVerse(string): void public GetIsShown(): bool public SetIsShown(bool): void

Word
private word: string private isShown: bool
public Word() public Word(string) public Word(string, bool) public GetWord(): string public SetWord(string): void public GetIsShown(): bool public SetIsShown(bool): void

