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| **Program** |
| Clear the console. Create a new Scripture object. Display Scripture to screen. While loop to allow user to press enter or quit. |

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| **Scripture** |
| Attributes: |
| \_scripture = string containing the verse or verses \_header = a Reference object that holds the scripture reference |
| Constructor: |
| Scripture - Stores the scripture as a whole |
| Behaviors: |
| Display() Hidden() SetScripture(scripture: string) GetScripture() : string |

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| **Word** |
| Attributes: |
| \_verse \_word |
| Constructor: |
| Word - accepts each word from the scripture individually and tracks if it should be hidden or be displayed |
| Behaviors: |
| Hide() Reveal() |

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| **Reference** |
| Attributes: |
| \_book : string \_chapter : int \_verse : int \_endVerse : int |
| Constructor: |
| Reference - builds the citation |
| Behaviors: |
| ToString() - converts the Reference object to a string (might not be necessary but it's the way that makes sense to me for being able to print it to the screen |
| In **Word t**he verse will get broken up into individual words. Each word will then be put back into a string, either unmodified or replaced with underscores.  **Reference** only creates the reference and converts it to a string so it can be passed to Scripture.  **Scripture** will hold the initial string, it will combine the reference (\_header) and the verse. It will hold the scripture so that Word can scan through the scripture and choose which words to hide or leave visible. |