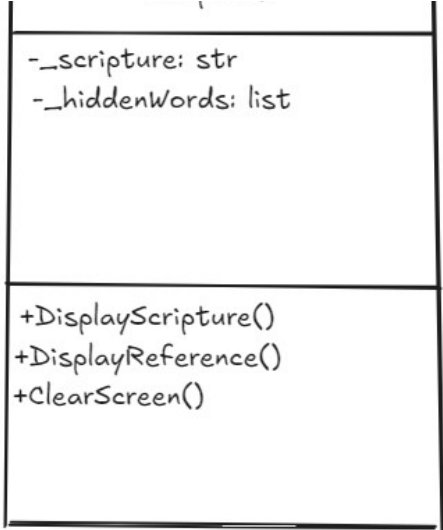
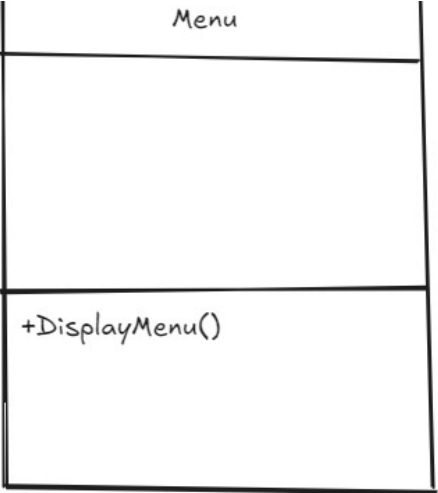


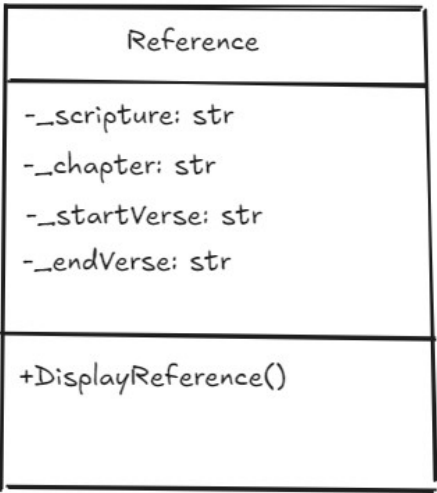
Program class will house an instance of menu class



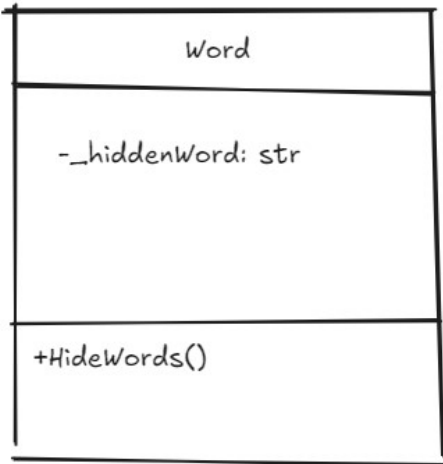
Scripture class will attributes of scripture, which has the actual words of the scripture, and hiddenWords, which will keep track of the hidden words in list. The methods it will use is DisplayScripture(), DisplayReference(), and ClearScreen() when user presses enter.



Menu class will hold the menu which will give the user a list of scriptures as options to choose from.



Reference class will store information of the scripture and all the scripture reference information, and it can display this



Word class will have an attribute of hiddenWord and a method that will hide 3 random words at a time.