Class: Scripture

Responsibility: Keeps track of the reference and the text of the scripture. Can hide words and get the rendered display of the text.

Behaviors: Can show the text of scripture even hidden until completely hidden.

Class: Reference

Responsibility: Keeps track of the book, chapter, and verse information.

Behaviors: Store the information of the scripture reference.

Class: Word

Responsibility: Keeps track of a single word and whether it is shown or hidden.

Behaviors: Get rendered text of a word and store the information of hidden words.

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| Scripture | Reference | Word |
| \_reference: string  \_text: string  \_words: list(string) | \_beginVerse: string  \_endVerse: int  \_reference: string | \_words: List(string)  \_word: string  \_hiddenWods: List(string)  \_hiddenWordsRef: List(int) |
| Scripture(reference: string, text: string)  TextToWords(text: string):List(string)  Display(): void | Reference(verse: string))  Reference(begin: string, end: int)  GetReference(): string | Random():int  Word(words: List(string))  HiddenWords(words: List(string)): List(string) |

1. In main(), we call class Reference to get the reference of the scripture.
2. Call class Scripture to display the text of the scripture.
3. Ask the user to type “quit” or push ”enter” To call TextToWords() to create a list from the text of scripture, If the user pushes “enter”.
4. Call class Word to decide which words should be hidden, create a new list with hidden words, and display it again, waiting for the user to do next.
5. Repeat it until all words are completely hidden or “quit”