#### Behaviors

* For class Scripture

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

* For class Reference

Keeps track of the book, chapter, and verse information

* For class Word

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

#### Attributes

* For class Scripture

Words : list<string>

References : list<string>

* For class Reference

\_book : string

\_chapter : string

\_verse : string

* For class Word

Letters : list<string>

#### Constructors

* For class Scripture

HideRandomWord() : void

DisplayReferences()

* For class Reference

Display():void

* For class Word

GetLengthOfWord(word : string)

DisplayUnderbarInstead(): void

\_book : string

\_chapter : string

\_verse : string

List<string> words

List<string> references

Reference

Scripture

Display():void

HideRandomWord() : void

DisplayReferences()

Letters : list<string>

Word

GetLengthOfWord(word : string)

DisplayUnderbarInstead(): void