```
Stats < int >
# point
# names
# wins
# losses
- pnts
+ Stats()
+ points()
# update()
   Player
name
- row
- col
mine

    number

- pts
- invalid
+ Player()
+ Player()
+ setName()
+ setBrd()
+ getName()
+ getRow()
+ getCol()
+ getMine()
+ getChc()
+ askFlg()
and 7 more.
```