

## Reversi4colorForm.ReversiAnz

- + min
- + max
- + avg
- + pointCnt
- + edgeCnt
- + edgeSideOneCnt
- + edgeSideTwoCnt
- + edgeSideThreeCnt
- + edgeSideOtherCnt
- + ownMin
- and 10 more...
- \_min
- \_max
- \_avg
- \_pointCnt
- \_edgeCnt
- \_edgeSideOneCnt
- \_edgeSideTwoCnt
- \_edgeSideThreeCnt
- \_edgeSideOtherCnt
- \_ownMin
- and 10 more...

- + ReversiAnz()
- + Clone()
- + reset()