```
jp.gr.java_conf.yuta
_yoshinaga.reversi.model.ReversiPlay
```

- mReversi
- mSetting
- mCurColor
- mCpu
- mEdge
- mPassEnaB
- mPassEnaW
- mGameEndSts
- mPlayLock
- r
- mDelegate

+ getmReversi()
+ setmReversi()
+ getmSetting()
+ setmSetting()
+ getmCurColor()
+ setmCurColor()
+ getmCpu()
+ setmCpu()
+ getmEdge()
+ setmEdge()
and 24 more...
- execMessage()
- ViewMsgDlgLocal()
- DrawSingleLocal()
- CurColMsgLocal()
- CurStsMsgLocal()
- WaitLocal()

```
jp.gr.java_conf.yuta
_yoshinaga.reversi.model.Reversi
PlayTest
```

~ testGetmReversi()
~ testSetmReversi()
~ testGetmSetting()
~ testSetmSetting()
~ testGetmCurColor()
~ testSetmCurColor()
~ testGetmCpu()
~ testSetmCpu()
~ testGetmEdge()
~ testSetmEdge()
and 24 more...