```
ReversiAnz
 $ min
 $ max
$ ava
 $ pointCnt
 $ edgeCnt
$ edgeSideOneCnt
- $ edgeSideTwoCnt
- $ edgeSideThreeCnt
- $ edgeSideOtherCnt
- $ ownMin
and 10 more
+ getMin()
+ setMin()
+ getMax()
+ setMax()
+ getAvg()
+ setAvq()
+ getPointCnt()
+ setPointCnt()
+ getEdgeCnt()
+ setEdgeCnt()
and 33 more...
```