Serializable jp.gr.java_conf.yuta yoshinaga.reversi.model.ReversiPlay - mReversi - mSetting - mCurColor - mEdge - mPassEnaB - mPassEnaW - mGameEndSts mPlayLock mDelegate - mCallbacks + getmReversi() + setmReversi() + getmSetting() + setmSetting() + getmCurColor() + setmCurColor() + getmCpu() + setmCpu() + getmEdge() + setmEdge() and 26 more... execMessage() ViewMsgDlgLocal() DrawSingleLocal() CurColMsgLocal() CurStsMsgLocal() - WaitLocal() jp.gr.java_conf.yuta _yoshinaga.reversi.test.Reversi PlayTest ~ testGetmReversi() ~ testSetmReversi() ~ testGetmSetting() ~ testSetmSetting() ~ testGetmCurColor() ~ testSetmCurColor() ~ testGetmCpu() ~ testSetmCpu() ~ testGetmEdge()

~ testSetmEdge() and 24 more...

- mCpu

- r