```
jp.gr.java conf.yuta
yoshinaga.reversi.model.Reversi
          PlayInterface
+ ViewMsgDlg()
+ DrawSingle()
+ CurColMsq()
+ CurStsMsg()
+ Wait()
  jp.gr.java conf.yuta
  yoshinaga.reversi.controller.
        ReversiController
  ~ service
  + setSetting()
  + reset()
  + reversiPlay()
  + ViewMsgDlg()
  + DrawSingle()
  + CurColMsg()
  + CurStsMsq()
  + Wait()
  - getRvPlay()
  setRvPlay()
```