

## CardLibrary.cs (deprecated)

### Properties

**Private** cardLibrary : *Dictionary<string, Card>*

Dictionary keyed by card ID, values of reference to card object.

### Lifecycle Methods

*Awake*

Initialize cardLibrary.

### Methods

**Public** AddCardToLibrary

Parameters:

*card : Card*

Card to be added to library

Return: None

**Public** GetCardFromLibrary

Parameters:

*cardName : string*

ID of card to be retrieved

Return: *card*

Returns reference to card with ID of cardName.