# 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.