# Discard.cs

Inherits from Zone.

# Properties

## **Private** cardsPile : *CardsPile*

Reference to the associated *CardsPile* for the discard.

# Lifecycle Methods

## Awake

Initializes cardsPile

# Methods

## **Public** GetCardsPile (deprecated)

### Parameters: None

### Return: *CardsPile*

Returns a reference to the associated *CardsPile*

## **Public New** Addcard

### Parameters:

#### card : *Card*

Card to be added.

### Return: None

Adds card to the discard.