

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;

public class DeckBackCard : MonoBehaviour
{
    public CardDeck carddeck;
    public CardManager cardManager;
    public int DeckNum;

    // CardDeckオブジェクトとCardManagerオブジェクトの参照
    void Start()
    {
        carddeck = GameObject.Find("CardDeck").GetComponent<CardDeck>();
        cardManager = GameObject.Find("CardManager").GetComponent<CardManager>();
    }

    // Update is called once per frame
    void Update()
    {
    }

    public void DeckBackCardSet()
    {
        //もしカードデッキクラスのcardDeck[デッキ中身]を-1にして返す (-1はないので中身はnull)
        if(carddeck.cardDeck[DeckNum] == -1)
        {
            return;
        }
        //デッキからカードを外した場合にカードの枚数を元に戻す (+1)
        cardManager.cards[carddeck.cardDeck[DeckNum]].holdNumber += 1;

        carddeck.cardDeck[DeckNum] = -1;
        carddeck.CardDeckDisplay();
        Debug.Log("Deck");
    }
}
```