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

namespace uikanri
{
    //UiManagerスクリプトを参照しメソッドを引っ張るUi管理のスクリプト
    public class Uikanri : MonoBehaviour
    {
        //cardManager/UiManager/CardDeck/CardSetButtonのクラスを参照
        public CardManager cardManager;
        public UiManager uiManager;
        public CardDeck cardDeck;
        public CardSetButton cardSetButton;
        public int cnt2;
        public int cardID;



        public void Start()
        {
            //オブジェクト参照
            uiManager = GameObject.Find("UiManager").GetComponent<UiManager>();
            cardDeck = GameObject.Find("CardDeck").GetComponent<CardDeck>();
            cardSetButton = GameObject.Find("CardSet").GetComponent<CardSetButton>();
            cardManager = GameObject.Find("CardManager").GetComponent<CardManager>();
        }

        public void Update()
        {
            if (cnt2-- == 0)
            {
                uiManager.Decktext[1].gameObject.SetActive(false);
            }
        }

        //デッキ保存処理
        public void CardDeckSave1()
        {
            Debug.Log("保存された");
            uiManager.DeckSaveText();
            //SaveManagerクラスのDeckSaveメソッドのDeckCaseからSelectDeckCase（DeckID）、cardDeck(Object)、cardDeck（データ）
            SaveManager.DeckSave(DeckCase.SelectDeckCase,cardDeck.cardDeck);
            //CardDeckSaveメソッドの呼び出し
            cardDeck.CardDeckSave();
        }

        public void CardDeckDelete1()
        {
            cardDeck.CardcaseDelete();
        }

        //UiManagerで作成したメソッドIDを引っ張る
        public void CardClick()
        {
            if(cardManager.cards[cardID].isHeld == false)
            {
                return;
            }
            uiManager.cardDisplaySet(cardID);
            cardSetButton.CardId = cardID;
        }
```