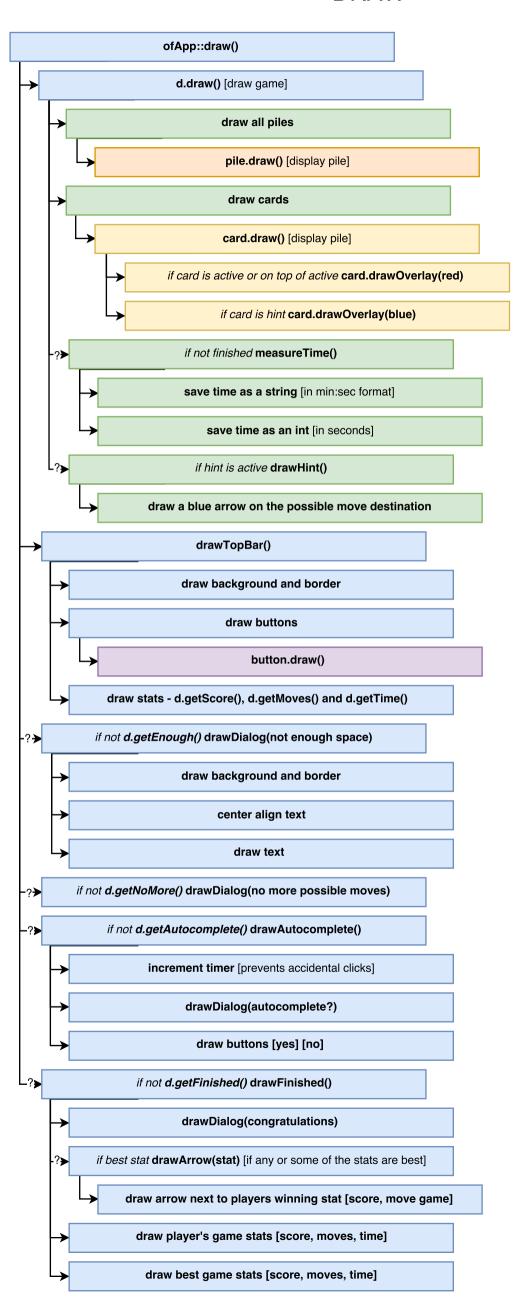
## **DRAW**



where is called:

in ofApp

in Deck

in Card

in all Piles

in Home

in Button

call always

call if condition is met