

RuntimeException

```
classDiagram
    RuntimeException <|-- GamebaseException
    class RuntimeException {
    }
    class GamebaseException {
        ~ serialVersionUID
        # mDomain
        # mCode
        # mExtras
        + GamebaseException()
        + GamebaseException()
        + GamebaseException()
        + GamebaseException()
        + getDomain()
        + getCode()
        + getDetailDomain()
        + getDetailCode()
        + getDetailMessage()
        + putExtra()
        + and 6 more...
    }
```

GamebaseException

~ serialVersionUID

mDomain

mCode

mExtras

+ GamebaseException()

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