

RuntimeException

```
classDiagram
    RuntimeException <|-- GamebaseException
    class RuntimeException {
    }
    class GamebaseException {
        ~ serialVersionUID
        # mDomain
        # mCode
        # mExtras
        + GamebaseException()
        + GamebaseException()
        + GamebaseException()
        + GamebaseException()
        + getDomain()
        + getCode()
        + getDetailDomain()
        + getDetailCode()
        + getDetailMessage()
        + putExtra()
        and 7 more...
    }
```

GamebaseException

~ serialVersionUID

# mDomain

# mCode

# mExtras

+ GamebaseException()

+ GamebaseException()

+ GamebaseException()

+ GamebaseException()

+ getDomain()

+ getCode()

+ getDetailDomain()

+ getDetailCode()

+ getDetailMessage()

+ putExtra()

and 7 more...