

getCountryCodeOfUSIM

```
graph LR; A[getCountryCodeOfUSIM] --> B[com.toast.android.gamebase.  
GamebaseSystemInfo.getCountryCode  
OfUSIM]; A --> C[com.toast.android.gamebase.  
GamebaseSystemInfo.getInstance];
```

The diagram illustrates a method call flow. A grey box on the left labeled 'getCountryCodeOfUSIM' has two blue arrows pointing to two white boxes on the right. The top white box contains the text 'com.toast.android.gamebase. GamebaseSystemInfo.getCountryCode OfUSIM'. The bottom white box contains the text 'com.toast.android.gamebase. GamebaseSystemInfo.getInstance'.

com.toast.android.gamebase.
GamebaseSystemInfo.getCountryCode
OfUSIM

com.toast.android.gamebase.
GamebaseSystemInfo.getInstance