

showAlert

com.toast.android.gamebase.base.ui.
SimpleAlertDialog.show



```
graph LR; showAlert[showAlert] --> SimpleAlertDialog[com.toast.android.gamebase.base.ui.SimpleAlertDialog.show]
```

The diagram illustrates a method call. On the left, a gray rectangular box contains the text 'showAlert'. A blue arrow points from the right side of this box to the left side of a larger white rectangular box on the right. This white box contains the text 'com.toast.android.gamebase.base.ui.' on the top line and 'SimpleAlertDialog.show' on the bottom line.