

getCountryCodeOfUSIM

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

com.toast.android.gamebase.
GamebaseSystemInfo.getInstance

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