

getDisplayLanguageCode

com.toast.android.gamebase.
Gamebase.getDisplayLanguageCode



```
graph LR; A[com.toast.android.gamebase.  
Gamebase.getDisplayLanguageCode] --> B[getDisplayLanguageCode]
```

The diagram illustrates a method call. A box on the right contains the package and class name 'com.toast.android.gamebase.' followed by the method name 'Gamebase.getDisplayLanguageCode'. A blue arrow points from this box to a shaded box on the left containing the method name 'getDisplayLanguageCode'.