

showAlert



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

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is gray and contains the text 'showAlert'. The right box is white and contains the text 'com.toast.android.gamebase.base.ui.SimpleAlertDialog.show'. A blue arrow points from the right side of the gray box to the left side of the white box.

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