

getCarrierName

```
graph LR; A[getCarrierName] --> B["com.toast.android.gamebase.  
GamebaseSystemInfo.getCarrierName"]; A --> C["com.toast.android.gamebase.  
GamebaseSystemInfo.getInstance"]
```

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

com.toast.android.gamebase.
GamebaseSystemInfo.getCarrierName

com.toast.android.gamebase.
GamebaseSystemInfo.getInstance