

getCountryCodeOfDevice

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

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

com.toast.android.gamebase.
GamebaseSystemInfo.getCountryCode
OfDevice

com.toast.android.gamebase.
GamebaseSystemInfo.getInstance