

getNetworkName



```
graph LR; A[getNetworkName] --> B["com.toast.android.gamebase.base.  
NetworkManager.getTypeName"]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is light gray with a black border and contains the text 'getNetworkName'. The right box is white with a black border and contains the text 'com.toast.android.gamebase.base.NetworkManager.getTypeName' on two lines.

com.toast.android.gamebase.base.  
NetworkManager.getTypeName