

getCarrierCode



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

The diagram illustrates the execution flow of the `getCarrierCode` method. A central box labeled `getCarrierCode` has two arrows pointing to two separate boxes. The top box contains the fully qualified method name `com.toast.android.gamebase.GamebaseSystemInfo.getCarrierCode`. The bottom box contains the fully qualified method name `com.toast.android.gamebase.GamebaseSystemInfo.getInstance`.

com.toast.android.gamebase.  
GamebaseSystemInfo.getCarrierCode

com.toast.android.gamebase.  
GamebaseSystemInfo.getInstance