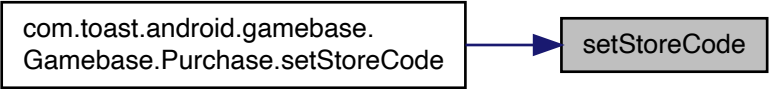


com.toast.android.gamebase.
Gamebase.Purchase.setStoreCode



```
graph LR; A["com.toast.android.gamebase.  
Gamebase.Purchase.setStoreCode"] --> B["setStoreCode"]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is white with a black border and contains the text 'com.toast.android.gamebase.' on the first line and 'Gamebase.Purchase.setStoreCode' on the second line. The right box is gray with a black border and contains the text 'setStoreCode' on a single line.

setStoreCode