

getCountryCodeOfUSIM

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

com.toast.android.gamebase.  
GamebaseSystemInfo.getCountryCode  
OfUSIM

com.toast.android.gamebase.  
GamebaseSystemInfo.getInstance