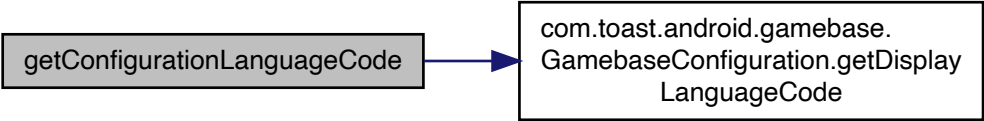


getConfigurationLanguageCode



```
graph LR; A[getConfigurationLanguageCode] --> B["com.toast.android.gamebase.  
GamebaseConfiguration.getDisplay  
LanguageCode"]
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is gray and contains the text 'getConfigurationLanguageCode'. The right box is white and contains the text 'com.toast.android.gamebase. GamebaseConfiguration.getDisplay LanguageCode'.

com.toast.android.gamebase.
GamebaseConfiguration.getDisplay
LanguageCode