

getCountryCodeOfDevice

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

com.toast.android.gamebase.
GamebaseSystemInfo.getCountryCode
OfDevice

com.toast.android.gamebase.
GamebaseSystemInfo.getInstance