

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