

getCarrierCode



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

The diagram illustrates the execution flow of the `getCarrierCode` method. A central gray box labeled `getCarrierCode` has two blue arrows pointing to two separate white boxes. The top white box contains the fully qualified method name `com.toast.android.gamebase.GamebaseSystemInfo.getCarrierCode`. The bottom white box contains the fully qualified method name `com.toast.android.gamebase.GamebaseSystemInfo.getInstance`.

com.toast.android.gamebase.
GamebaseSystemInfo.getCarrierCode

com.toast.android.gamebase.
GamebaseSystemInfo.getInstance