

com.toast.android.gamebase.
Gamebase.getDeviceLanguageCode



```
graph LR; A["com.toast.android.gamebase.  
Gamebase.getDeviceLanguageCode"] --> B["getDeviceLanguageCode"]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is white with a black border and contains the text 'com.toast.android.gamebase.' on the first line and 'Gamebase.getDeviceLanguageCode' on the second line. The right box is gray with a black border and contains the text 'getDeviceLanguageCode'. A blue arrow points from the right side of the left box to the left side of the right box.

getDeviceLanguageCode