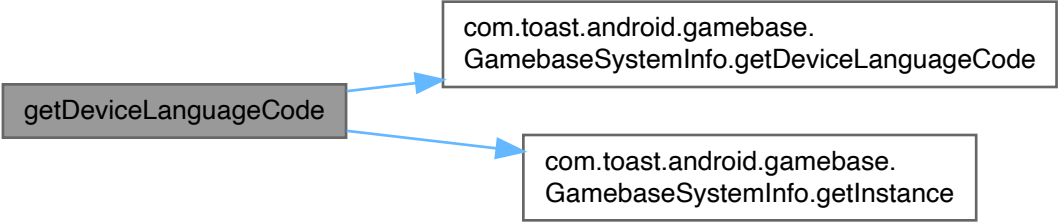


getDeviceLanguageCode



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

The diagram illustrates the resolution of the method `getDeviceLanguageCode`. A central box on the left, labeled `getDeviceLanguageCode`, has two blue arrows pointing to the right. The top arrow points to a box containing `com.toast.android.gamebase.GamebaseSystemInfo.getDeviceLanguageCode`. The bottom arrow points to a box containing `com.toast.android.gamebase.GamebaseSystemInfo.getInstance`.

com.toast.android.gamebase.
GamebaseSystemInfo.getDeviceLanguageCode

com.toast.android.gamebase.
GamebaseSystemInfo.getInstance