

com.toast.android.gamebase.
Gamebase.Util.showAlert

show

```
graph LR; A[com.toast.android.gamebase.  
Gamebase.Util.showAlert] --> B[show]; B --> B;
```

The diagram illustrates a sequence of operations. On the left, a white rectangular box with a black border contains the text `com.toast.android.gamebase.
Gamebase.Util.showAlert`. A blue arrow points from the right side of this box to a gray rectangular box on the right. This gray box contains the text `show`. A blue curved arrow originates from the top of the gray box and points back to its top, indicating a self-loop or a recursive call.