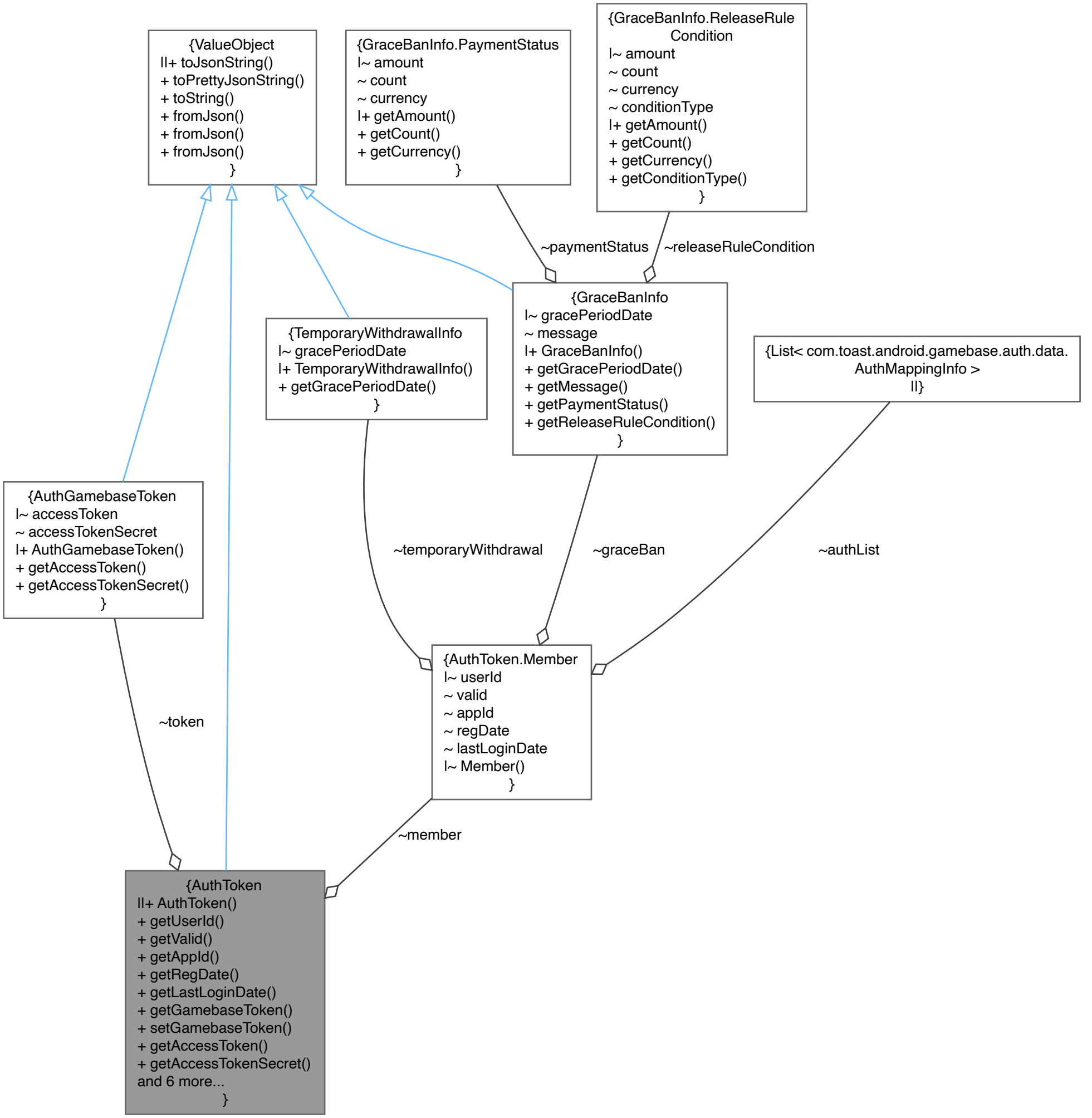

{ValueObject
ll+ toJsonString()
+ toPrettyJsonString()
+ toString()
+ fromJson()
+ fromJson()
+ fromJson()
}
{GraceBanInfo.PaymentStatus
l~ amount
~ count
~ currency
l+ getAmount()
+ getCount()
+ getCurrency()
}
{GraceBanInfo.ReleaseRule
Condition
l~ amount
~ count
~ currency
~ conditionType
l+ getAmount()
+ getCount()
+ getCurrency()
+ getConditionType()
}
~paymentStatus
~releaseRuleCondition
{GraceBanInfo
l~ gracePeriodDate
~ message
l+ GraceBanInfo()
+ getGracePeriodDate()
+ getMessage()
+ getPaymentStatus()
+ getReleaseRuleCondition()
}
{TemporaryWithdrawalInfo
l~ gracePeriodDate
l+ TemporaryWithdrawalInfo()
+ getGracePeriodDate()
}
{List< com.toast.android.gamebase.auth.data.
AuthMappingInfo >
ll}
{AuthGamebaseToken
l~ accessToken
~ accessTokenSecret
l+ AuthGamebaseToken()
+ getAccessToken()
+ getAccessTokenSecret()
}
~temporaryWithdrawal
~graceBan
~authList
{AuthToken.Member
l~ userId
~ valid
~ appId
~ regDate
~ lastLoginDate
l~ Member()
}
~token
~member
{AuthToken
ll+ AuthToken()
+ getUserId()
+ getValid()
+ getAppId()
+ getRegDate()
+ getLastLoginDate()
+ getGamebaseToken()
+ setGamebaseToken()
+ getAccessToken()
+ getAccessTokenSecret()
and 6 more...
}