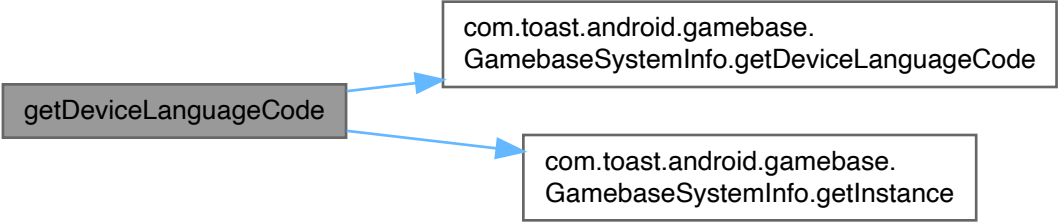


getDeviceLanguageCode



```
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 `getDeviceLanguageCode` method. A central grey box labeled `getDeviceLanguageCode` 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.getDeviceLanguageCode`. The bottom white box contains the fully qualified name for the `getInstance` method, `com.toast.android.gamebase.GamebaseSystemInfo.getInstance`.

com.toast.android.gamebase.  
GamebaseSystemInfo.getDeviceLanguageCode

com.toast.android.gamebase.  
GamebaseSystemInfo.getInstance