

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 method call. A white rectangular box on the left 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 labeled 'show'. A curved blue arrow loops back from the top right of the 'show' box to its top left, indicating a self-call or a loop.