

getCountryCodeOfDevice

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

com.toast.android.gamebase.
GamebaseSystemInfo.getInstance

com.toast.android.gamebase.
GamebaseSystemInfo.getCountryCode
OfDevice