

getCountryCode

```
graph LR; A["com.toast.android.gamebase.  
Gamebase.getCountryCode"] --> B["getCountryCode"]
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'getCountryCode'. The box on the right is white with a black border and contains the text 'com.toast.android.gamebase.  
Gamebase.getCountryCode'. A blue arrow points from the right box to the left box, indicating that the method 'getCountryCode' is being called from the class 'com.toast.android.gamebase.Gamebase'.

com.toast.android.gamebase.  
Gamebase.getCountryCode