

toString



```
graph LR; A[toString] --> B["com.toast.android.gamebase.base.ValueObject.toJsonString"]; style A fill:#ccc,stroke:#000; style B fill:#fff,stroke:#000;
```

A diagram illustrating a method call. On the left, a gray rectangular box with a black border contains the text "toString". A blue arrow points from the right side of this box to a larger white rectangular box with a black border on the right. This second box contains the text "com.toast.android.gamebase.base.ValueObject.toJsonString" in two lines.

com.toast.android.gamebase.base.
ValueObject.toJsonString