

isValid

com.toast.android.gamebase.
GamebaseConfiguration.Builder.set
StoreCode



```
graph LR; A["com.toast.android.gamebase.  
GamebaseConfiguration.Builder.set  
StoreCode"] --> B[isValid]
```

The diagram illustrates a sequence of operations. On the right, a rectangular box contains the text "com.toast.android.gamebase. GamebaseConfiguration.Builder.set StoreCode". A blue arrow points from the left side of this box to a smaller, gray rectangular box on the left. This gray box contains the text "isValid".