

getCountryCodeOfUSIM



```
graph LR; A[getCountryCodeOfUSIM] --> B["com.toast.android.gamebase.  
GamebaseSystemInfo.getCountryCode  
OfUSIM"]; A --> C["com.toast.android.gamebase.  
GamebaseSystemInfo.getInstance"]
```

The diagram illustrates the implementation of the `getCountryCodeOfUSIM` method. A central grey box labeled `getCountryCodeOfUSIM` has two blue arrows pointing to two separate white boxes. The top white box contains the code `com.toast.android.gamebase.GamebaseSystemInfo.getCountryCodeOfUSIM`, and the bottom white box contains `com.toast.android.gamebase.GamebaseSystemInfo.getInstance`.

com.toast.android.gamebase.
GamebaseSystemInfo.getCountryCode
OfUSIM

com.toast.android.gamebase.
GamebaseSystemInfo.getInstance