

getSDKVersion

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

The diagram illustrates the internal logic of the `getSDKVersion` method. It is represented by a grey box on the left. Two blue arrows originate from its right side, pointing to two separate white boxes on the right. The top white box contains the code `com.toast.android.gamebase.GamebaseSystemInfo.getInstance`, and the bottom white box contains `com.toast.android.gamebase.GamebaseSystemInfo.getSDKVersion`.

com.toast.android.gamebase.
GamebaseSystemInfo.getInstance

com.toast.android.gamebase.
GamebaseSystemInfo.getSDKVersion