

```
{ValueObject
  ll+ toJsonString()
  + toPrettyJsonString()
  + toString()
  + fromJson()
  + fromJson()
  + fromJson()
}
```



```
{GamebaseConfiguration
  ll+ getAppId()
  + getAppVersion()
  + getStoreCode()
  + getUIPopupConfiguration()
  + getDisplayLanguageCode()
  + getServerApiVersion()
  + getZoneType()
  + newBuilder()
  ~ getGameEngine()
  ~ getPushType()
  ~ getServerUrl()
}
```