

getNetworkName



```
graph LR; A[getNetworkName] --> B["com.toast.android.gamebase.base.  
NetworkManager.getTypeName"]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'getNetworkName'. The right box is white with a black border and contains the text 'com.toast.android.gamebase.base.NetworkManager.getTypeName' on two lines. A blue arrow points from the right side of the left box to the left side of the right box.

com.toast.android.gamebase.base.  
NetworkManager.getTypeName