

onChangedStatus

com.toast.android.gamebase.base.
NetworkManager.setOnChangedNetwork
StatusListener



```
graph LR; A[com.toast.android.gamebase.base.  
NetworkManager.setOnChangedNetwork  
StatusListener] --> B[onChangedStatus];
```

The diagram illustrates a method call. A box on the right contains the code `com.toast.android.gamebase.base.NetworkManager.setOnChangedNetworkStatusListener`. A blue arrow points from this box to a box on the left labeled `onChangedStatus`, indicating that the method is invoked within the `onChangedStatus` context.