

getStoreCode

com.toast.android.gamebase.
Gamebase.Purchase.getStoreCode



```
graph LR; A[com.toast.android.gamebase.  
Gamebase.Purchase.getStoreCode] --> B[getStoreCode]
```

The diagram illustrates a method call. On the right, a white rectangular box with a black border contains the text "com.toast.android.gamebase." on the first line and "Gamebase.Purchase.getStoreCode" on the second line. A dark blue arrow points from the left side of this box to a gray rectangular box with a black border on the left. The gray box contains the text "getStoreCode".