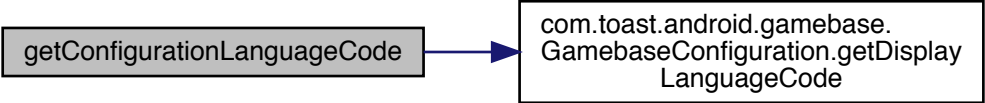


getConfigurationLanguageCode



```
graph LR; A[getConfigurationLanguageCode] --> B["com.toast.android.gamebase.  
GamebaseConfiguration.getDisplay  
LanguageCode"]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is gray with a black border and contains the text 'getConfigurationLanguageCode'. A blue arrow points from the right side of this box to the left side of the right box. The right box is white with a black border and contains the text 'com.toast.android.gamebase.' on the first line, 'GamebaseConfiguration.getDisplay' on the second line, and 'LanguageCode' on the third line.

com.toast.android.gamebase.  
GamebaseConfiguration.getDisplay  
LanguageCode