


getDeviceLanguageCode



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

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'getDeviceLanguageCode'. The box on the right is white with a black border and contains the text 'com.toast.android.gamebase.' on the top line and 'Gamebase.getDeviceLanguageCode' on the bottom line. A blue arrow points from the right box to the left box, indicating a call or relationship between the two.

com.toast.android.gamebase.
Gamebase.getDeviceLanguageCode