

getTypeName



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

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'getTypeName'. The box on the right is white with a black border and contains the text 'com.toast.android.gamebase.  
GamebaseSystemInfo.  
getNetworkName'. A blue arrow points from the right box to the left box, indicating a call to the 'getTypeName' method.

com.toast.android.gamebase.  
GamebaseSystemInfo.  
getNetworkName