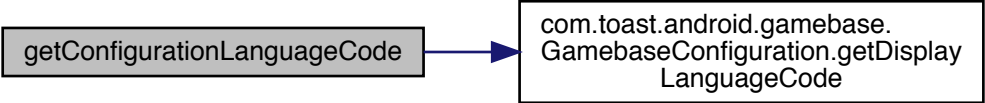


getConfigurationLanguageCode



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

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is shaded gray and contains the text 'getConfigurationLanguageCode'. The right box is white with a black border and contains the text 'com.toast.android.gamebase. GamebaseConfiguration.getDisplay LanguageCode' on two lines.

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