

getSDKVersion

```
graph LR; A[getSDKVersion] --> B["com.toast.android.gamebase.  
GamebaseSystemInfo.getInstance"]; A --> C["com.toast.android.gamebase.  
GamebaseSystemInfo.getSDKVersion"]
```

The diagram illustrates the execution flow of the `getSDKVersion` method. It is represented by a gray rectangular box on the left. Two blue arrows originate from the right side of this box, pointing to two separate white rectangular boxes on the right. The top box contains the text `com.toast.android.gamebase.GamebaseSystemInfo.getInstance`, and the bottom box contains `com.toast.android.gamebase.GamebaseSystemInfo.getSDKVersion`.

com.toast.android.gamebase.
GamebaseSystemInfo.getInstance

com.toast.android.gamebase.
GamebaseSystemInfo.getSDKVersion