

com.toast.android.gamebase.
GamebaseSystemInfo.getDeviceKey

com.toast.android.gamebase.
GamebaseSystemInfo.getGuestUUID

i

i

```
graph LR; A["com.toast.android.gamebase.  
GamebaseSystemInfo.getDeviceKey"] --> D["i"]; B["com.toast.android.gamebase.  
GamebaseSystemInfo.getGuestUUID"] --> D; C["i"] --> D; style D fill:#ccc,stroke:#333,stroke-width:1px
```

The diagram illustrates a data flow where three separate inputs converge into a single output. The first input is a method call from the package `com.toast.android.gamebase` to `GamebaseSystemInfo.getDeviceKey`. The second input is another method call from the same package to `GamebaseSystemInfo.getGuestUUID`. The third input is a variable `i`. All three inputs are represented by blue arrows pointing towards a single gray rectangular box on the right, which is also labeled with the variable `i`.