

com.toast.android.gamebase.  
GamebaseSystemInfo.getDeviceKey

com.toast.android.gamebase.  
GamebaseSystemInfo.getGuestUUID

i

i

```
graph LR; A["com.toast.android.gamebase.  
GamebaseSystemInfo.getDeviceKey"] --> I2["i"]; B["com.toast.android.gamebase.  
GamebaseSystemInfo.getGuestUUID"] --> I2; I1["i"] --> I2;
```

The diagram illustrates a flow where three separate components or methods converge on a single target. Two boxes at the top left, representing methods from the 'com.toast.android.gamebase' package, have arrows pointing towards a central box on the right labeled 'i'. A third box at the bottom left, also labeled 'i', has an arrow pointing towards the same central box. The central box is shaded gray, while the others are white with black borders.