

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`, specifically `GamebaseSystemInfo.getDeviceKey`. The second input is another method call from the same package, `GamebaseSystemInfo.getGuestUUID`. The third input is a variable named `i`. All three inputs are represented by blue arrows pointing towards a single rectangular box on the right, which is shaded gray and contains the letter `i`. This box represents the final output or a combined state.