

com.toast.android.gamebase.
GamebaseSystemInfo.getDeviceKey

com.toast.android.gamebase.
GamebaseSystemInfo.getGuestUUID

i

i

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

The diagram illustrates a flow where three separate components or methods converge on a single target. The top two components are text boxes containing the package and class names for `getDeviceKey` and `getGuestUUID`. The bottom component is a box labeled `i`. All three have blue arrows pointing to a central gray box also labeled `i`.