

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 different sources converge on a single target. The top two sources are method calls from the `com.toast.android.gamebase` package: `GamebaseSystemInfo.getDeviceKey` and `GamebaseSystemInfo.getGuestUUID`. The bottom source is a variable `i`. All three sources have arrows pointing to a central, shaded box labeled `i`.