

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 data flow where three separate inputs converge into a single output. The first two inputs are represented by rectangular boxes containing the text 'com.toast.android.gamebase.GamebaseSystemInfo.getDeviceKey' and 'com.toast.android.gamebase.GamebaseSystemInfo.getGuestUUID'. The third input is a smaller box labeled 'i'. All three inputs have blue arrows pointing towards a final, shaded rectangular box on the right, also labeled 'i'.