

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;
```

The diagram illustrates a data flow where three separate sources converge into a single destination. The top two sources are method calls from the `com.toast.android.gamebase` package: `GamebaseSystemInfo.getDeviceKey` and `GamebaseSystemInfo.getGuestUUID`. The third source is a variable `i`. All three sources have arrows pointing to a final, shaded rectangular node labeled `i` on the right.