

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 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 gray rectangular node on the right, which is also labeled with the variable 'i'.