

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 the method `com.toast.android.gamebase.GamebaseSystemInfo.getDeviceKey`. The second input is the method `com.toast.android.gamebase.GamebaseSystemInfo.getGuestUUID`. The third input is a variable `i` contained within a box. All three inputs are represented by blue arrows pointing towards a final, shaded gray box labeled `i`.