

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 flow where three distinct sources converge on a single destination. The top two sources are method names from the `com.toast.android.gamebase` package: `GamebaseSystemInfo.getDeviceKey` and `GamebaseSystemInfo.getGuestUUID`. The bottom source is a variable `i`. All three sources have blue arrows pointing to a single gray rectangular box on the right, which also contains the letter `i`.