

Laser::getNumberOfSample

```
graph LR; A[Laser::getNumberOfSample] --> B[Ranger::getAngularResolution]; A --> C[Ranger::getFieldOfView];
```

The diagram illustrates a function call sequence. A gray rectangular box on the left contains the text 'Laser::getNumberOfSample'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'Ranger::getAngularResolution'. The bottom arrow points to another white rectangular box containing 'Ranger::getFieldOfView'. All boxes have a black border.

Ranger::getAngularResolution

Ranger::getFieldOfView