Pickupderopoff - goToPickupLocation(MoveBaseGoal &goal):bool - goToTargetLocation(MoveBaseGoal &goal): bool + <<constructor>> Pickupdropoff()

- odom_x: float - odom_y: float - count:unit8_t - marker: Marker - setPickupLocation(double x, double y, double z): int - setDropOffLocationLocation(double x, double y, double z): int - visualizeLocator(int argc, char** argv): int +<<constructor>> Location()