SpawnBoxNode

-rclcpp::Client::SharedPtr spawn client

-rclcpp::Client::SharedPtr

-std::pair x range

send coordinates client

-std::pair y range

-double spawn_x_

-double spawn y

+SpawnBoxNode() +spawn box() +send coordinates()

+is valid spawn(x: double, y: double): bool

+print spawn coordinates()

+random value(min:

double, max: double): double