```
costmap_2d::Costmap2D
                     # size x
                     # size_y
                     # resolution
                     # origin_x_
                     # origin_y_
                     # costmap
                     # default_value_

    access

                     + Costmap2D()
                     + Costmap2D()
    string
                     + operator=()
                     + copyCostmapWindow()
                     + Costmap2D()
                     + ~Costmap2D()
                     + getCost()
                     + setCost()
                     + mapToWorld()
                      + worldToMap()
                     and 23 more
                     # copyMapRegion()
                     # deleteMaps()
                     # resetMaps()
                     # initMaps()
                     # raytraceLine()

    bresenham2D()

    sign()

               -global_frame
                                -costmap_
            costmap_2d::LayeredCostmap
            rolling_window_

    current

            - minx
            - miny
            maxx
            - maxy_
            bx0
            - bxn
            - by0
            - byn
#name_
            and 6 more...
            + LayeredCostmap()
            + ~LayeredCostmap()
            + updateMap()
            + getGlobalFrameID()
            + resizeMap()
            + getUpdatedBounds()
            + isCurrent()
            + getCostmap()
            + isRolling()
            + isTrackingUnknown()
            and 9 more...
                            #layered_costmap_
                 costmap_2d::Layer
               # current
               # enabled
               # tf
                footprint_spec_
               + Layer()
               + initialize()
               + updateBounds()
               + updateCosts()
               + deactivate()
                + activate()
               + reset()
                + ~Layer()
                + isCurrent()
               + matchSize()
               + getName()
                + getFootprint()
                + onFootprintChanged()
               # onInitialize()
                         costmap_2d::CostmapLayer
                         # has_extra_bounds_
                         - extra_min_x<sub>-</sub>
                         extra_max_x_extra_min_y_

    extra max y

                         + CostmapLayer()
                         + isDiscretized()
                         + matchSize()
                         + clearArea()
                         + addExtraBounds()
                         # updateWithTrueOverwrite()
                         # updateWithOverwrite()
                         # updateWithMax()
                         # updateWithAddition()
                         # touch()
                         # useExtraBounds()
```