```
object
aml_playground.peg
 in hole.pih worlds.box2d.pih
       world PIHWorld
+ init ()
+ update_goal_location()
+ update obs location()
+ cost map()
+ cost()
+ update()
+ step()
+ get frame()
+ get cv frame()
+ draw()
+ handle event()
+ reset()
+ get state()
+ set state()
+ pack box state()
+ get push action()
+ sample action()
```