

StaggeredGrid

```
# nCells_: const std::array<int,2>
# meshWidth_: const std::array<double,2>
# u_: FieldVariable
# v_: FieldVariable
# p_: FieldVariable
# f_: FieldVariable
# g_: FieldVariable
# rhs_: FieldVariable
```

MGGrid

```
# nCells_: const std::array<int,2>
# meshWidth_: const std::array<double,2>

# p_: FieldVariable

# rhs_: FieldVariable
# resVec_: FieldVariable
```