```
descriptor response base
+ ~descriptor response base()
+ object name()
 audio unit descriptor
          response
 + ~audio unit descriptor
 response()
 + localized description()
 + clock domain index()
 + number of stream input
 ports()
 + base stream input port()
 + number of stream output
 ports()
 + base stream output port()
 + number of external
 input ports()
 + base external input port()
 + number of external
 output ports()
```