```
sf::AlResource
     # AlResource()
     # ~AlResource()
     sf::SoundRecorder
- m thread

    m samples

- m sampleRate

    m processingInterval

- m_isCapturing

    m deviceName

    m channelCount

+ ~SoundRecorder()
+ start()
+ stop()
+ getSampleRate()
+ setDevice()
+ getDevice()
+ setChannelCount()
+ getChannelCount()
+ getAvailableDevices()
+ getDefaultDevice()
+ isAvailable()
# SoundRecorder()
# setProcessingInterval()
# onStart()
# onProcessSamples()
# onStop()
record()
processCapturedSamples()
cleanup()
     NetworkRecorder
  - m host

    m port

    m socket

  + NetworkRecorder()
  + ~NetworkRecorder()
  onStart()
  onProcessSamples()
  onStop()
```