sf::InputStream sf::SoundFileReader sf::NonCopyable + ~InputStream() # NonCopyable() + ~SoundFileReader() + read() # ~NonCopyable() + open() + seek() - NonCopyable() + seek() + tell() - operator=() + read() + getSize() -m reader ′-m stream sf::InputSoundFile - m streamOwned - m sampleOffset - m sampleCount - m channelCount - m sampleRate + InputSoundFile() + ~InputSoundFile() + openFromFile() + openFromMemory() + openFromStream() + getSampleCount() + getChannelCount() + getSampleRate() + getDuration() + getTimeOffset() + getSampleOffset() + seek() + seek() + read() + close()