```
sf::SoundFileReader
   + ~SoundFileReader()
   + open()
   + seek()
   + read()
sf::priv::SoundFileReaderWav
- m stream
- m bytesPerSample
- m dataStart

    m dataEnd

+ SoundFileReaderWav()
+ open()
+ seek()
+ read()
+ check()
parseHeader()
```