```
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()
  sf::SoundBufferRecorder
 - m samples
 - m buffer
 + ~SoundBufferRecorder()
 + getBuffer()
 # onStart()
 # onProcessSamples()
 # onStop()
```