```
sf::SoundFileReader
   + ~SoundFileReader()
   + open()
   + seek()
   + read()
sf::priv::SoundFileReaderMp3
- m io
- m decoder
- m numSamples
- m position
+ SoundFileReaderMp3()
+ ~SoundFileReaderMp3()
+ open()
+ seek()
+ read()
+ check()
```