```
RAY::Audio::IAudio
   + ~IAudio()
   + isPlaying()
   + play()
   + stop()
   + pause()
   + resume()
   + setVolume()
   + setPitch()
   RAY::Audio::Music
  music
  musicsCache
+ Music()
+ ~Music()
+ Music()
+ operator=()
+ isPlaying()
+ play()
+ stop()
+ pause()
+ resume()
+ setVolume()
+ setPitch()
+ updateMusicStream()
```