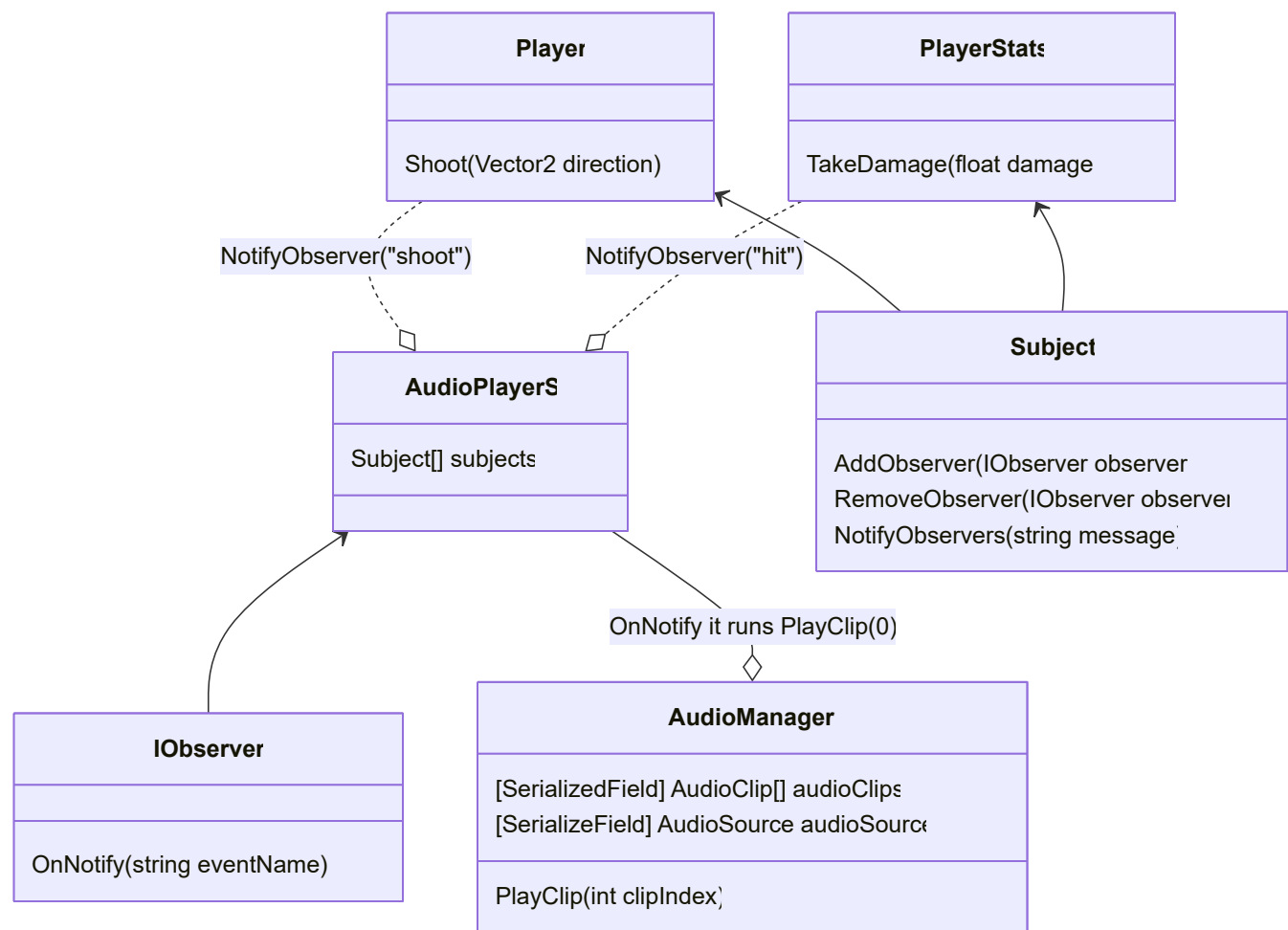


# Audio System



## Legend

Dotted lines → Indirect connection (eg: observer)

Solid lines → Directly connection

Circular arrow → Calling a function/variable from another class

Pointy arrow → Inherits from the function pointing from