```
sf::AIResource
      # AIResource()
      #~AIResource()
     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()
```