```
sf::AIResource
  # AIResource()
  # ~AIResource()
   sf::SoundBuffer
- m buffer
- m samples
- m duration

    m sounds

+ SoundBuffer()
+ SoundBuffer()
+ ~SoundBuffer()
+ loadFromFile()
+ loadFromMemory()
+ loadFromStream()
+ loadFromSamples()
+ saveToFile()
+ getSamples()
+ getSampleCount()
+ getSampleRate()
+ getChannelCount()
+ getDuration()
+ operator=()
- initialize()
update()
- attachSound()

    detachSound()
```