```
RayLib::IAsset
  + IAsset()
  + ~IAsset()
  + IAsset()
  + operator=()
  RayLib::Sound
 pitch
  volume
+ Sound()
+ Sound()
                          sound
+ operator=()
+ ~Sound()
+ Play()
+ SetVolume()
+ SetPitch()
+ GetSound()
+ ISSoundPlaying()
```