

## VoiceActivityDetector

- currentState: STATE
- transitionCounter: int[]
- channelMeans: float[]
- elementCount: uint
- buffer: vector<float[]>

- + getBuffer() : vector<float[]>
- + checkData(data: float[]) : void
- + isActive() : bool

<<enumeration>>

## STATE

- + ACTIVE: int
- + INACTIVE: int