AudioSubsampler

- lpFIRFilter: Filter

+ subSample(data: short[], dataLength: int) : short[]

FeatureMatrix

- featuresMatrix: float[][]
- height: int
- width: int

+ initialize(height: int, width: int) : void
+ getHeight() : int
+ getWidth() : int
+ getFeaturesMatrix() : float[][]
+ setFeaturesMatrixFrame(frameNum: int, data: float[]) : void

WavReader

- dataSize: uint
- wavInfo: WavInfo
- errorMessage: string

+ getErrorMessage() : string
+ getDataSize() : int
+ wavToPcm(stream: ifstream) : short*

<<structure>>
WavInfo

+ sampleRate: uint
+ bits: uint
+ dataSize: uint
+ isStereo: bool

RawAudioRecorder

- recorderBuffer: short[]
- recording: bool
- engineObject: SLObjectItf
- engineEngine: SLEngineItf
- recorderObject: SLObjetItf
- recorderRecord: SLRecordItf
- recorderBufferQueue: SLAndroidSimpleBufferQueueItf
- audioEngineLock: pthread_mutex_t
- recordingStopFlag: bool
+ melQueue: SafeQueue<Q_AudioData>

- createEngine() : void
- bqRecorderCallback(bq: SLAndroidSimpleBufferQueueItf, context: void) : void
+ createAudioRecorder() : void
+ startRecording() : void
+ stopRecording() : void
+ isRecording() : bool

Využívá knihovnu
OpenSL