

sf::AlResource

```
graph BT; A[sf::SoundStream] --> B[sf::SoundSource]; B --> C[sf::AlResource];
```

The diagram illustrates a class hierarchy for SFML audio classes. It consists of three rectangular boxes arranged vertically. The top box is labeled 'sf::AlResource'. A red arrow points from the bottom of the middle box to the top of the top box. The middle box is labeled 'sf::SoundSource'. A blue arrow points from the bottom of the bottom box to the top of the middle box. The bottom box is labeled 'sf::SoundStream' and has a light gray background.

sf::SoundSource

sf::SoundStream