```
AbstractVoice
# format
# devinfo
# buffer
+ AbstractVoice()
+ ~AbstractVoice()
+ start()
+ stop()
- audioState()
   VoiceOutput
+ rec
- m audioOut

    timedout

 + VoiceOutput()
 + ~VoiceOutput()
+ start()
+ stop()
- audioState()
```

dataInBuffer()muteSound()