```
Singleton < DerivedClass >
# p
 + GetInstance()
# Singleton()
              < SoundManager >
Singleton < SoundManager >
# p
+ GetInstance()
# Singleton()
      SoundManager
   - m soundMap
   + AddSound()
   + PlaySound()
   + PauseChannel()
   + ResumeChannel()
   + InitSoundManager()
```