```
sf::AIResource
     # AIResource()
     # ~AlResource()
   sf::SoundRecorder
+ ~SoundRecorder()
+ start()
+ stop()
+ getSampleRate()
+ setDevice()
+ aetDevice()
+ setChannelCount()
+ getChannelCount()
+ getAvailableDevices()
+ getDefaultDevice()
+ isAvailable()
# SoundRecorder()
# setProcessingInterval()
# onStart()
# onProcessSamples()
# onStop()
sf::SoundBufferRecorder
+ ~SoundBufferRecorder()
+ getBuffer()
# onStart()
# onProcessSamples()
# onStop()
```