```
sf::AIResource
                          int
# AIResource()
# ~AlResource()
                        #m_source
         sf::SoundSource
    + SoundSource()
    + ~SoundSource()
    + setPitch()
    + setVolume()
    + setPosition(
    + setPosition(
    + setRelativeToListener()
    + setMinDistance()
    + setAttenuation()
    + getPitch()
    and 10 more...
    # SoundSource()
        sf::SoundStream
      + ~SoundStream()
      + play()
      + pause()
      + stop()
      + getChannelCount()
      + getSampleRate()
      + getStatus()
      + setPlayingOffset()
      + getPlayingOffset()
      + setLoop(
      + getLoop()
# SoundStream()
      # initialize()
      # onGetData()
      # onSeek()
      # onLoop()
             sf::Music
      + Music()
      + ~Music()
      + openFromFile()
      + openFromMemory()
      + openFromStream()
      + getDuration()
      + getLoopPoints()
+ setLoopPoints()
# onGetData()
      # onSeek()
      # onLoop()
```