```
sf::AlResource
  # AIResource()
  # ~AlResource()
  sf::SoundBuffer
+ SoundBuffer()
+ SoundBuffer()
+ ~SoundBuffer()
+ loadFromFile()
+ loadFromMemory()
+ loadFromStream()
+ loadFromSamples()
+ saveToFile()
+ getSamples()
+ getSampleCount()
+ getSampleRate()
+ getChannelCount()
+ getDuration()
+ operator=()
```