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