DataCapture + static const int buffer _max_size # std::vector< DataCapture Frame > frameBuffer # int head # int tail # int buffer_size # std::mutex bufferMutex + bool isEmptyBuffer()

+ bool isFullBuffer()
 + virtual void pushFrame
 (const DataCaptureFrame &frame)
 + virtual DataCaptureFrame popFrame()

+ static DataCapture & getInstance() # DataCapture() # ~DataCapture()



- snd_pcm_t * pcm_handle
- snd_pcm_hw_params_t * params
- unsigned int sample_rate
- + AudioCapture() + int read(short *buffer, int frames)
- + ~AudioCapture()