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()

AudioCapture

- snd_pcm_t * pcm_handle
- snd_pcm_hw_params_t
* params
- unsigned int sample_rate

+ AudioCapture()
+ int read(short *buffer,
int frames)
+ ~AudioCapture()