

[AVFoundation](#) / Audio playback, recording, and processing

Audio playback, recording, and processing

Play, record, and process audio; configure your app's system audio behavior.

Topics

System audio

Handling audio interruptions

Observe audio session notifications to ensure that your app responds appropriately to interruptions.

Responding to audio route changes

Observe audio session notifications to ensure that your app responds appropriately to route changes.

Capturing stereo audio from built-In microphones

Configure an iOS device's built-in microphones to add stereo recording capabilities to your app.

`class AVAudioSession`

An object that communicates to the system how you intend to use audio in your app.

`class AVAudioApplication`

An object that manages one or more audio sessions that belong to an app.

`class AVAudioRoutingArbiter`

An object for configuring macOS apps to participate in AirPods Automatic Switching.

Basic playback and recording

`class AVAudioPlayer`

An object that plays audio data from a file or buffer.

`class AVAudioRecorder`

An object that records audio data to a file.

`class AVMIDIPlayer`

An object that plays MIDI data through a system sound module.

Advanced audio processing

 [Audio Engine](#)

Perform advanced real-time and offline audio processing, implement 3D spatialization, and work with MIDI and samplers.

See Also

Audio

 [Speech synthesis](#)

Configure voices to speak strings of text.