

[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.