```swift
//
//  UXInputVoiceViewController.swift
//  UXPLOT-PRO
//
//  Created by Shohei Yokoyama on 2016/04/29.
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//

import UIKit
import AVFoundation
import EZAudio
import Pulsator

class UXInputVoiceViewController: UXPlotViewController, EZMicrophoneDelegate, EZRecorderDelegate {

    var inputVoiceView = VoiceInputView(frame: UIScreen.mainScreen().bounds)
    var microphone: EZMicrophone!
    var recorder: EZRecorder!
    var isRecording = false
    var recordCount = 1
    var voiceInputStartTime: NSDate?

    override init!(user: User!, firstMotivation: Float) {
        super.init(user: user, firstMotivation: firstMotivation)
    }

    override init(nibName nibNameOrNil: String!, bundle nibBundleOrNil: NSBundle!) {
        super.init(nibName: nil, bundle: nil)
    }

    required init?(coder aDecoder: NSCoder) {
        fatalError("init(coder:) has not been implemented")
    }

    func nextInputProcess() {
        setInputVoiceView()
    }

    private func setInputVoiceView() {
        voiceInputStartTime = NSDate()

        tapRecordButton()
        backUX()
        setupAudio()

        inputVoiceView.setupInputView()
        view.addSubview(inputVoiceView)
    }
```