```swift
    private func setupAudio() {
        let session = AVAudioSession.sharedInstance()

        do {
            try session.setCategory(AVAudioSessionCategoryRecord)
            try session.setActive(true)
        } catch {
            print("error")
        }

        inputVoiceView.voicePlotGL.backgroundColor = UIColor.clearColor()
        inputVoiceView.voicePlotGL.color = UIColor(red: 1, green: 1, blue: 1, alpha:
1)
        inputVoiceView.voicePlotGL.shouldFill = false
        inputVoiceView.voicePlotGL.plotType = .Buffer
        inputVoiceView.voicePlotGL.shouldMirror = false

        microphone = EZMicrophone(delegate: self)
    }

    private func backUX() {
        inputVoiceView.backUXInput = { _ in
            self.clearInputVoiceView()
            self.inputVoiceView.removeFromSuperview()
            self.cancelAction()
            self.isInput = false
        }
    }

    private func tapRecordButton() {
        inputVoiceView.tapRecord = { _ in

            if !self.isRecording {
                self.activeInputVoiceView()
            } else {
                self.clearInputVoiceView()
                self.showActionSeetForVoiceInput()
            }
        }
    }

    private func showActionSeetForVoiceInput() {
        let actionSheet = UIAlertController(title: "UXを入力しますか?", message: nil,
preferredStyle: .ActionSheet)

        actionSheet.addAction(UIAlertAction(title: "OK", style: .Default) { action
in
            self.recordCount += 1
            self.inputVoiceView.timeLabel.text = "00:00"
            self.clearInputVoiceView()
            self.appendResult()
            self.updateUXGraph()
            self.inputVoiceView.removeFromSuperview()
            self.isInput = false
        })

        actionSheet.addAction(UIAlertAction(title: "Cancel", style: .Cancel) {
action in
            //Do nothing
            self.inputVoiceView.explainLabel.text = "中央のボタンをタップして\n体験に対する
要因と感情を入力してください"
        })

        presentViewController(actionSheet, animated: true, completion: nil)
    }
```