```
HWThread
# nr ch
# fs
# samples_available
# blocks
# master
# cond
# rw
# sync_mut
# channel_info
# homogenous_signal_type
# channel_types
# m
# m_gs
# m cs
# cst
# data
+ HWThread()
+ HWThread()
+ ~HWThread()
+ getName()
+ isMaster()
+ hasHomogenousSignalType()
+ getNrOfBlocks()
+ getSamplingRate()
+ getNrOfChannels()
+ getChannelTypes()
+ getChannelInfoMap()
+ samplesAvailable()
+ checkMandatoryHardwareTags()
+ getSyncData()
+ getAsyncData()
+ run()
# setSamplingRate()
# setDeviceChannels()
# setBlocks()
# setChannelSelection()
# setChannelTypes()
# isNumber()
                Λ
            USBamp
        enable_sc

    buffersize

       - driver_buffer
       data_Ev
       - ov

    channels

        channels_per_de
       - filter_id
       notch_id

    ground

        reference
       - mode
       + USBamp()
       + ~USBamp()
       + getSyncData()
       + getAsyncData()
       + run()
       - getHandles()
       initUSBamp()
       acquireLoop()
```