```
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()
                                   USBamp
                             enable_sc
    SineGenerator

    buffersize

- initialized
                             - driver_buffer
- step
                             data_Ev
cycle_dur
                             - ov
current_block
                             - channels
td
                             - channels_per_dev

    samples

                             filter_id
- buffer
                             notch_id
+ SineGenerator()

    ground

+ SineGenerator()
                             - reference
+ ~SineGenerator()
                             - mode
+ getSyncData()
                             + USBamp()
+ getAsyncData()
+ run()
                             + ~USBamp()
setHardware()
                             + getSyncData()
genSine()
                             + getAsyncData()

    setDeviceSettings()

                             + run()

    setChannelSettings()

                             getHandles()
```

initUSBamp()acquireLoop()