

```
internal class AudioManager  
{  
    public Sound noteSound;
```

```
    . . . . .
```

```
Raylib.InitAudioDevice();  
noteSound = Raylib.LoadSound("beep beep");
```

'AudioManager' class to handle  
audio-related functionalities  
Initiated the audio device using Raylib.InitAudioDevice()  
in the Init method of the AudioManager class