```csharp
1  //Telling what Libraries we can get Components from.
2  using System.Collections;
3  using System.Collections.Generic;
4  using UnityEngine;
5
6  public class DontDestroyAudio : MonoBehaviour
7  {    //make sure that even when we switch scenes in game that the object doesn't    ⮑
     terminate
8      //and we fill the "gameObject" with an audio clip in Unity
9      private void Awake()
10     {
11         DontDestroyOnLoad(transform.gameObject);
12     }
13 }
14
```