

```
public class GameComponent : IGameComponent, IUpdateable, IDisposable
{
    // Fields
    private EventHandler Disposed;
    private bool enabled;
    private EventHandler EnabledChanged;
    private Game game;
    private int updateOrder;
    private EventHandler UpdateOrderChanged;

    // Events
    public event EventHandler Disposed;
    public event EventHandler EnabledChanged;
    public event EventHandler UpdateOrderChanged;

    // Methods
    public GameComponent(Game game);
    public void Dispose();
    protected virtual void Dispose(bool disposing);
    protected override void Finalize();
    public virtual void Initialize();
    protected virtual void OnEnabledChanged(object sender, EventArgs args);
    protected virtual void OnUpdateOrderChanged(object sender, EventArgs args);
    public virtual void Update(GameTime gameTime);

    // Properties
    public bool Enabled { get; set; }
    public Game Game { get; }
    public int UpdateOrder { get; set; }
}
```

#### Expand Methods