

```

public abstract class GameWindow
{
    // Fields
    private EventHandler Activated;
    private EventHandler ClientSizeChanged;
    private EventHandler Deactivated;
    internal static readonly int DefaultClientHeight;
    internal static readonly int DefaultClientWidth;
    private EventHandler Paint;
    private EventHandler ScreenDeviceNameChanged;
    private string title;

    // Events
    internal event EventHandler Activated;
    public event EventHandler ClientSizeChanged;
    internal event EventHandler Deactivated;
    internal event EventHandler Paint;
    public event EventHandler ScreenDeviceNameChanged;

    // Methods
    static GameWindow();
    internal GameWindow();
    public abstract void BeginScreenDeviceChange(bool willBeFullScreen);
    public void EndScreenDeviceChange(string screenDeviceName);
    public abstract void EndScreenDeviceChange(string screenDeviceName, int clientWidth, int clientHeight);
    protected void OnActivated();
    protected void OnClientSizeChanged();
    protected void OnDeactivated();
    protected void OnPaint();
    protected void OnScreenDeviceNameChanged();
    protected abstract void SetTitle(string title);

    // Properties
    public abstract bool AllowUserResizing { get; set; }
    public abstract Rectangle ClientBounds { get; }
    public abstract IntPtr Handle { get; }
    internal abstract bool IsMinimized { get; }
    internal abstract bool IsMouseVisible { get; set; }
    public abstract string ScreenDeviceName { get; }
    public string Title { get; set; }
}

```

### Expand Methods