

```

public class DrawableGameComponent : GameComponent, IDrawable
{
    // Fields
    private IGraphicsDeviceService deviceService;
    private int drawOrder;
    private EventHandler DrawOrderChanged;
    private bool initialized;
    private bool visible;
    private EventHandler VisibleChanged;

    // Events
    public event EventHandler DrawOrderChanged;
    public event EventHandler VisibleChanged;

    // Methods
    public DrawableGameComponent(Game game);
    private void DeviceCreated(object sender, EventArgs e);
    private void DeviceDisposing(object sender, EventArgs e);
    private void DeviceReset(object sender, EventArgs e);
    private void DeviceResetting(object sender, EventArgs e);
    protected override void Dispose(bool disposing);
    public virtual void Draw(GameTime gameTime);
    public override void Initialize();
    protected virtual void LoadContent();
    [Obsolete("The LoadGraphicsContent method is obsolete and will be removed in the future. Use the LoadContent method instead.")]
    protected virtual void LoadGraphicsContent(bool loadAllContent);
    protected virtual void OnDrawOrderChanged(object sender, EventArgs args);
    protected virtual void OnVisibleChanged(object sender, EventArgs args);
    protected virtual void UnloadContent();
    [Obsolete("The UnloadGraphicsContent method is obsolete and will be removed in the future. Use the UnloadContent method instead.")]
    protected virtual void UnloadGraphicsContent(bool unloadAllContent);

    // Properties
    public int DrawOrder { get; set; }
    public GraphicsDevice GraphicsDevice { get; }
    public bool Visible { get; set; }
}

```

Expand Methods