

```
public sealed class GameComponentCollection : Collection<IGameComponent>
{
    // Fields
    private EventHandler<GameComponentCollectionEventArgs> ComponentAdded;
    private EventHandler<GameComponentCollectionEventArgs> ComponentRemoved;

    // Events
    public event EventHandler<GameComponentCollectionEventArgs> ComponentAdded;
    public event EventHandler<GameComponentCollectionEventArgs> ComponentRemoved;

    // Methods
    public GameComponentCollection();
    protected override void ClearItems();
    protected override void InsertItem(int index, IGameComponent item);
    private void OnComponentAdded(GameComponentCollectionEventArgs eventArgs);
    private void OnComponentRemoved(GameComponentCollectionEventArgs eventArgs);
    protected override void RemoveItem(int index);
    protected override void SetItem(int index, IGameComponent item);
}
```

Expand Methods