

```
public class GameTime
{
    // Fields
    private TimeSpan elapsedGameTime;
    private TimeSpan elapsedRealTime;
    private bool isRunningSlowly;
    private TimeSpan totalGameTime;
    private TimeSpan totalRealTime;

    // Methods
    public GameTime();
    public GameTime(TimeSpan totalRealTime, TimeSpan elapsedRealTime, TimeSpan totalGameTime, TimeSpan elapsedGameTime);
    public GameTime(TimeSpan totalRealTime, TimeSpan elapsedRealTime, TimeSpan totalGameTime, TimeSpan elapsedGameTime, bool isRunningSlowly);

    // Properties
    public TimeSpan ElapsedGameTime { get; internal set; }
    public TimeSpan ElapsedRealTime { get; internal set; }
    public bool IsRunningSlowly { get; internal set; }
    public TimeSpan TotalGameTime { get; internal set; }
    public TimeSpan TotalRealTime { get; internal set; }
}
```

**Expand Methods**