Dispose, disposing pattern

private bool m\_disposed;

public void Dispose()

{

Dispose(true);

GC.SuppressFinalize(this);

}

~CounterControlViewModel()

{

Dispose(false);

}

private void Dispose(bool disposing)

{

if (!m\_disposed)

{

if (disposing)

{

}

m\_refreshTimer?.Dispose();

}

m\_disposed = true;

}



