using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Windows.Forms;

namespace CSLG.CTalk.UI

{

public partial class FRMGoupCheck : Form

{

public FRMGoupCheck()

{

InitializeComponent();

}

private int \_friendid;

private int \_groupid;

private int \_groupimage;

private int \_groupuserid;

private string \_groupname;

public FRMGoupCheck(int FriendID,int GroupImage ,int GroupID ,int GroupuserID ,string GroupName)

{

InitializeComponent();

this.\_friendid = FriendID;

this.\_groupid = GroupID;

this.\_groupimage = GroupImage;

this.\_groupuserid = GroupuserID;

this.\_groupname = GroupName;

}

private void FRMGoupCheck\_Load(object sender, EventArgs e)

{

FrmMain frm = new FrmMain();

this.pictureBox1.Image = frm.imageList1.Images[\_groupimage ];

this.label1.Text = "您申请加入群" +" :"+ \_groupname +"(" + \_groupid + ")";

this.label2.Text = "创建人"+\_groupuserid ;

this.Text = this.\_friendid + "添加群";

}

private void button1\_Click(object sender, EventArgs e)

{

Model.friendRequest mf = new Model.friendRequest();

mf.senderID = this.\_friendid ;

mf.receiveID = this.\_groupid ;

mf.ValidationInfo = this.textBox1 .Text;

mf.ValidationTime = DateTime.Now;

mf.NumOfSameFriend = 0;

mf.Station = 1;

BLL.friendRequest bllfriend = new BLL.friendRequest();

bllfriend.Add(mf);

this.Close();

}

}

}