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 FrmAddFrend : Form

{

public FrmAddFrend()

{

InitializeComponent();

}

FrmMain \_frm;

Model.userInfo \_user;

public FrmAddFrend(FrmMain frm,Model.userInfo user)

{

InitializeComponent();

this.\_frm = frm;

this.\_user = user;

}

private List<UCFriendSearchList> ucflFriend = new List<UCFriendSearchList>();

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

{

this.Text = this.\_user.userID.ToString()+"查找联系人";

}

void uc\_MouseEnter(object sender, EventArgs e)

{

UCFriendSearchList uc = (UCFriendSearchList)sender;

foreach (UCFriendSearchList ucfl in ucflFriend)

{

ucfl.pncontrol.Visible = false;

}

uc.pncontrol.Visible = true;

}

private void FrmAddFrend\_FormClosed(object sender, FormClosedEventArgs e)

{

this.\_frm.panel1.Controls.Clear();

this.\_frm.getFriendList();

}

private void btnSearch\_Click\_1(object sender, EventArgs e)

{

this.panFriend.Controls.Clear();

if (cmbFriend.Text == "按用户ID查询")

{

BLL.userInfo blluser = new BLL.userInfo();

List<Model.userInfo> alluser = blluser.GetModelList("userID like'%" + this.txtID.Text + "%'");

int index = 0;

for (int j = 0; j < alluser.Count; j++)

{

int i = 0;

BLL.friendInfo bll = new BLL.friendInfo();

List<Model.friendInfo> userfriend = bll.GetModelList(" userID= " + this.\_user.userID);

List<Model.friendInfo> friend = bll.GetModelList(" userID= " + alluser[j].userID);

foreach (Model.friendInfo uf in userfriend)

{

foreach (Model.friendInfo f in friend)

{

if (uf.friendID == f.friendID)

{

i++;

}

}

}

UCFriendSearchList uc = new UCFriendSearchList();

uc.MouseEnter += new EventHandler(uc\_MouseEnter);

uc.Top = j / 3 \* uc.Height;

uc.Left = j % 3 \* uc.Width;

uc.HeadImage = this.\_frm.imageList1.Images[Convert.ToInt16(alluser[j].userHeadImage)];

uc.UserID = alluser[j].userID;

uc.UserName = alluser[j].userName;

uc.Iname = this.\_user.userName;

uc.Id = this.\_user.userID;

uc.SameFriend = i;

uc.Iimage = this.\_frm.imageList1.Images[Convert.ToInt16(this.\_user.userHeadImage)];

uc.FrmtalkIsOpen = false;

ucflFriend.Add(uc);

;

this.panFriend.Controls.Add(uc);

index++;

}

}

if (cmbFriend.Text == "按用户NAME查询")

{

BLL.userInfo blluser = new BLL.userInfo();

List<Model.userInfo> alluser = blluser.GetModelList("userName like'%" + this.txtID.Text + "%'");

int index = 0;

for (int j = 0; j < alluser.Count; j++)

{

int i = 0;

BLL.friendInfo bll = new BLL.friendInfo();

List<Model.friendInfo> userfriend = bll.GetModelList(" userID= " + this.\_user.userID);

List<Model.friendInfo> friend = bll.GetModelList(" userID= " + alluser[j].userID);

foreach (Model.friendInfo uf in userfriend)

{

foreach (Model.friendInfo f in friend)

{

if (uf.friendID == f.friendID)

{

i++;

}

}

}

UCFriendSearchList uc = new UCFriendSearchList();

uc.MouseEnter += new EventHandler(uc\_MouseEnter);

uc.Top = j / 3 \* uc.Height;

uc.Left = j % 3 \* uc.Width;

uc.HeadImage = this.\_frm.imageList1.Images[Convert.ToInt16(alluser[j].userHeadImage)];

uc.UserID = alluser[j].userID;

uc.UserName = alluser[j].userName;

uc.Id = this.\_user.userID;

uc.Iname = this.\_user.userName;

uc.SameFriend = i;

uc.Iimage = this.\_frm.imageList1.Images[Convert.ToInt16(this.\_user.userHeadImage)];

uc.FrmtalkIsOpen = false;

ucflFriend.Add(uc);

this.panFriend.Controls.Add(uc);

index++;

}

}

}

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

{

this.panel1 .Controls.Clear();

int gid=0;

int z = 0;

if (cmbFriend.Text == "按用户ID查询")

{

BLL.groupu blluser = new BLL.groupu();

List<Model.groupu> alluser = blluser.GetModelList("groupID like'%" + this.textBox1 .Text + "%'");

for (int i = 0; i < alluser.Count ; i++)

{

if (gid != alluser[i].groupID)

{

UCGroupSearch uc = new UCGroupSearch();

uc.Top =z / 3 \* uc.Height;

uc.Left = z % 3 \* uc.Width;

uc.GroupID = alluser[i].groupID;

uc.GroupImage = alluser[i].groupImage;

uc.GroupName = alluser[i].groupName;

uc.GroupuserID = alluser[i].groupuserID;

uc.FriendID = this.\_user.userID;

this.panel1.Controls.Add(uc);

gid = alluser[i].groupID;

z++;

}

}

}

if (cmbFriend.Text == "按用户NAME查询")

{

BLL.userInfo blluser = new BLL.userInfo();

List<Model.userInfo> alluser = blluser.GetModelList("userName like'%" + this.txtID.Text + "%'");

int index = 0;

for (int j = 0; j < alluser.Count; j++)

{

int i = 0;

BLL.friendInfo bll = new BLL.friendInfo();

List<Model.friendInfo> userfriend = bll.GetModelList(" userID= " + this.\_user.userID);

List<Model.friendInfo> friend = bll.GetModelList(" userID= " + alluser[j].userID);

foreach (Model.friendInfo uf in userfriend)

{

foreach (Model.friendInfo f in friend)

{

if (uf.friendID == f.friendID)

{

i++;

}

}

}

UCFriendSearchList uc = new UCFriendSearchList();

uc.MouseEnter += new EventHandler(uc\_MouseEnter);

uc.Top = j / 3 \* uc.Height;

uc.Left = j % 3 \* uc.Width;

uc.HeadImage = this.\_frm.imageList1.Images[Convert.ToInt16(alluser[j].userHeadImage)];

uc.UserID = alluser[j].userID;

uc.UserName = alluser[j].userName;

uc.Id = this.\_user.userID;

uc.Iname = this.\_user.userName;

uc.SameFriend = i;

uc.Iimage = this.\_frm.imageList1.Images[Convert.ToInt16(this.\_user.userHeadImage)];

uc.FrmtalkIsOpen = false;

ucflFriend.Add(uc);

this.panFriend.Controls.Add(uc);

index++;

}

}

}

}

}