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 FrmAddGroup : Form

{

public FrmAddGroup()

{

InitializeComponent();

}

private Model.userInfo \_user;

FrmMain \_frm;

public FrmAddGroup(Model.userInfo user,FrmMain frm)

{

InitializeComponent();

this.\_user = user;

this.\_frm = frm;

}

List<UCGroup> uc = new List<UCGroup>();

int groupID;

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

{

FrmMain frm = new FrmMain();

groupID = this.\_user.userID + 9999;

this.Text = "您群的ID为"+groupID;

this.comboBox1 .Items.Clear();

for (int i = 1; i <= frm.imageList1.Images.Count; i++)

{

this.comboBox1.Items.Add(i.ToString());

}

this.comboBox1.Text = (Convert.ToInt32(this.\_user.userHeadImage) + 1).ToString();

GetFriend();

}

private void comboBox1\_SelectedIndexChanged(object sender, EventArgs e)

{

FrmMain frm = new FrmMain();

this.pictureBox1.Image = frm.imageList1.Images[this.comboBox1.SelectedIndex];

}

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

{

GetFriend();

}

private void GetFriend()

{

FrmMain frm = new FrmMain();

this.panel1.Controls.Clear();

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

List<Model.userInfo> muser = bll.GetModelList("userID like'%" + this.txtsearch.Text + "%'");

int indext = 0;

foreach (Model.userInfo m in muser)

{

UCGroup ucg = new UCGroup();

ucg.Top = ucg.Height \* indext;

ucg.Id1 = m.userID;

ucg.Username = m.userName;

ucg.IsChouse = false;

ucg.HeadImage=frm.imageList1.Images[Convert.ToInt32(m.userHeadImage )];

ucg.Headimageindex = Convert.ToInt32(m.userHeadImage);

ucg.MouseDoubleClick += new MouseEventHandler(ucg\_MouseDoubleClick);

indext++;

uc.Add(ucg);

this.panel1.Controls.Add(ucg);

}

}

UCGroup temp = new UCGroup();

int tempindex=0;

void ucg\_MouseDoubleClick(object o, MouseEventArgs e)

{

UCGroup u = (UCGroup)o;

if (u.IsChouse ==false )

{

temp = u;

temp.IsChouse = true;

temp.Top = temp.Height \* tempindex;

tempindex++;

this.panel2.Controls.Add(temp );

}

else

{

u.IsChouse = false;

tempindex--;

FreshChosed();

}

FreshnoChosed();

}

private void FreshnoChosed()

{

this.panel1.Controls.Clear();

int x = 0;

foreach (UCGroup m in uc)

{

if (m.IsChouse == false )

{

m.Top = m.Height \* x;

this.panel1.Controls.Add(m);

x++;

}

}

}

private void FreshChosed()

{

this.panel2.Controls.Clear();

int x = 0;

foreach (UCGroup m in uc)

{

if (m.IsChouse == true)

{

m.Top = m.Height \* x;

this.panel2.Controls.Add(m);

x++;

}

}

}

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

{

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

Model.groupu mgroup = new Model.groupu();

if (this.txtgroupname.Text=="")

{

MessageBox.Show("群名称不能为空！");

return;

}

foreach (UCGroup f in uc )

{

if (f.Id1==this.\_user .userID&&f.IsChouse==false )

{

f.IsChouse = true;

}

if (f.IsChouse ==true )

{

mgroup.groupImage = Convert.ToInt32( this.comboBox1.Text) ;

mgroup.groupID = groupID;

mgroup.groupAnnouncement = this.textBox1.Text;

mgroup.groupfriendID = f.Id1;

mgroup.groupName = this.txtgroupname.Text;

mgroup.groupuserID = this.\_user.userID;

bll.Add(mgroup);

}

}

MessageBox.Show("创建成功！");

this.Close();

this.\_frm.getGroupList();

}

}

}