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 FrmAddGroupMember : Form

{

public FrmAddGroupMember()

{

InitializeComponent();

}

private Model.userInfo \_user;

FrmMain \_frm;

public FrmAddGroupMember(Model.userInfo user, FrmMain frm)

{

InitializeComponent();

this.\_user = user;

this.\_frm = frm;

}

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

List<Model.groupu> groupfriend = new List<Model.groupu>();

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

{

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

groupfriend = bll.GetModelList("groupuserID=" + this.\_user.userID);

this.Text = this.\_user.userID + "添加群联系人到群"+groupfriend[1].groupID ;

GetFriend();

}

private void GetFriend()

{

int i = 0;

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)

{

foreach (Model.groupu mg in groupfriend )

{

if (m.userID==mg.groupfriendID )

{

i++;

}

}

if (i==0)

{

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);

}

i = 0;

}

}

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 btnSearch\_Click(object sender, EventArgs e)

{

GetFriend();

}

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

{

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

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

foreach (UCGroup f in uc)

{

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

{

f.IsChouse = true;

}

if (f.IsChouse == true)

{

mgroup.groupImage = groupfriend[0].groupImage ;

mgroup.groupID =groupfriend[0].groupID ;

mgroup.groupAnnouncement = groupfriend[0].groupAnnouncement ;

mgroup.groupfriendID = f.Id1;

mgroup.groupName =groupfriend[0].groupName ;

mgroup.groupuserID = this.\_user.userID;

bll.Add(mgroup);

}

}

MessageBox.Show("添加成功！");

this.Close();

this.\_frm.getGroupList();

}

}

}