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 FrmAddMsg : Form

{

public FrmAddMsg()

{

InitializeComponent();

}

int \_id;

int \_userid;

string \_username;

Image \_headimage;

int \_samefriend;

public FrmAddMsg(int id,int UserID,Image HeadImage,string UserName ,int SameFriend)

{

InitializeComponent();

this.\_id = id;

this.\_userid = UserID;

this.\_headimage = HeadImage;

this.\_username = UserName;

this.\_samefriend = SameFriend;

}

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

{ FrmMain frm=new FrmMain();

this.Text = this.\_id + "添加好友";

this.lblName.Text = this.\_username;

this.lblID.Text =Convert.ToString( this.\_userid) ;

this.picHeadImage.Image=this.\_headimage ;

}

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

{

if (this.txtValidation.Visible == false)

{

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

mf.senderID = this.\_id;

mf.receiveID = this.\_userid;

mf.ValidationInfo = this.txtValidation.Text;

mf.ValidationTime = DateTime.Now;

mf.NumOfSameFriend = this.\_samefriend;

mf.Station = 1;

if (this.txtNickname.Text!="")

{

mf.NickName = this.txtNickname.Text;

}

else

{

mf.NickName = this.\_username;

}

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

bllfriend.Add(mf);

this.lblNickName.Text = "您的好友请求已经发送，正在等待对方请求确认！";

this.txtNickname.Visible = false;

this.btnNext.Visible = false;

this.btnClose.Visible = false;

this.btnOK.Visible = true;

}

if (this.txtValidation.Visible == true)

{

this.lblValidation.Visible = false;

this.txtValidation.Visible = false;

this.lblNickName.Visible = true;

this.txtNickname.Visible = true;

}

}

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

{

this.Dispose();

}

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

{

this.Close();

}

}

}