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 FrmAddUser : Form

{

public FrmAddUser()

{

InitializeComponent();

}

FrmLogin \_frm;

public FrmAddUser(FrmLogin frm)

{

InitializeComponent();

this.\_frm = frm;

}

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

{

this.Ylblname.Text = "";

this.Ylblpassword.Text = "";

this.Ylblsex.Text = "";

this.Ylblbirthday.Text = "";

this.Ylblshuoshuo.Text = "";

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

{

this.Ylblname.Text = "\*昵称不能为空";

return;

}

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

{

this.Ylblpassword .Text = "\*密码不能为空";

return;

}

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

{

this.Ylblsex.Text = "\*性别不能为空";

return;

}

if (this.dtpBirthday.Value>=BLL.NormalOperation.getServerTime())

{

this.Ylblbirthday.Text = "\*时间输入不正确！";

}

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

{

this.Ylblshuoshuo.Text = "\*说说不能为空！";

return;

}

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

Model.userInfo m = new Model.userInfo();

m.userBirthDay = this.dtpBirthday.Value;

m.userDescription = this.txtDescription.Text;

m.userHeadImage =Convert.ToString("1");

m.userName = this.txtName.Text ;

m.userPWD = this.txtPassword.Text;

m.userSex = this.cmbSex.Text;

m.userShuoshuo = this.txtShuoshuo.Text;

m.userState = 2;

blluser.Add(m);

MessageBox.Show("注册成功！");

this.Close();

this.\_frm.ShowList();

}

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

{

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

List<Model.userInfo> mu = blluser.GetModelList("");

int userid = 0;

userid = 10001 + mu.Count;

this.Text = "您的ID为"+userid.ToString();

}

}

}