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 FrmEditFriendName : Form

{

public FrmEditFriendName()

{

InitializeComponent();

}

private int \_friendID;

private FrmMain \_frm;

private string \_friendName;

private int \_userID;

private int \_fID;

public FrmEditFriendName(string nickName,int fID,FrmMain frm,int userID,int FRIENDid)

{

InitializeComponent();

this.\_friendName = nickName;

this.\_fID = fID ;

this.\_frm = frm;

this.\_userID = userID;

this.\_friendID = FRIENDid;

}

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

{

this.txtName.Text = this.\_friendName;

}

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

{

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

Model.friendInfo mff = new Model.friendInfo();

mff.ID = this.\_fID ;

mff.friendName = this.txtName.Text ;

mff.userID = this.\_userID;

mff.friendID = this.\_friendID;

bff.Update(mff);

this.Close();

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

this.\_frm.getFriendList();

}

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

{

this.Close();

}

}

}