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 FrmEditInfo : Form

{

private Model.userInfo \_user;

private FrmMain \_frm;

public FrmEditInfo()

{

InitializeComponent();

}

public FrmEditInfo(Model.userInfo user,FrmMain frm)

{

InitializeComponent();

this.\_user = user;

this.\_frm = frm;

}

private void showMyInfo()

{

this.pictureBox1.Image=this.\_frm.imageList1.Images[Convert.ToInt32(this.\_user.userHeadImage)];

this.lblID.Text = this.\_user.userID.ToString();

this.txtName.Text = this.\_user.userName;

this.dtpbirthday.Value = this.\_user.userBirthDay;

this.cmbSex.Text = this.\_user.userSex;

this.txtdescription.Text = this.\_user.userDescription;

this.Text = this.\_user.userName +"的个人资料";

this.cmbImage.Items.Clear();

for (int i = 1; i <= this.\_frm.imageList1.Images.Count; i++)

{

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

}

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

}

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

{

showMyInfo();

}

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

{

this.pictureBox1.Image=this.\_frm.imageList1.Images[this.cmbImage.SelectedIndex ];

}

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

{

string username = this.txtName.Text ;

int newindex = Convert.ToInt32(this.cmbImage.Text)-1;

if (username=="")

{

return;

}

this.\_user.userBirthDay = this.dtpbirthday.Value;

this.\_user.userDescription = this.txtdescription.Text;

this.\_user.userHeadImage = newindex.ToString();

this.\_user.userName = username;

this.\_user.userSex = this.cmbSex.Text;

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

blluserinfo.Update(this.\_user );

this.\_frm.changeHeadImage(newindex);

this.\_frm.changename(username);

MessageBox.Show("修改成功！！");

this.Dispose();

}

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

{

this.Dispose();

}

private void groupBox1\_Enter(object sender, EventArgs e)

{

}

}

}