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;

using System.Media;

using System.IO;

namespace CSLG.CTalk.UI

{

public partial class FrmMain : Form

{

private Model.userInfo \_user;

private FrmLogin \_frm;

private List<RelFriendToFrmTalk> tbFriendTalkInfo = new List<RelFriendToFrmTalk>();

private List<UCFriendInfo> ucflFriend = new List<UCFriendInfo>();

private UCFriendInfo currentRight;

private List<UCGroupList> ucgroupe = new List<UCGroupList>();

public FrmMain()

{

InitializeComponent();

}

public FrmMain(Model.userInfo user, FrmLogin frm)

{

InitializeComponent();

this.\_user = user;

this.\_frm = frm;

}

private void showMyinfo()

{

int headImageIndex = Convert.ToInt32(this.\_user.userHeadImage);

this.picbox.Image = this.imageList1.Images[headImageIndex];

string shuoshuo = this.\_user.userShuoshuo;

this.txtshuoshuo.Text = shuoshuo;

if (shuoshuo.Length > 12)

{

shuoshuo = shuoshuo.Substring(0, 10) + "...";

}

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

this.lblshuoshuo.Text = shuoshuo;

}

public void changeHeadImage(int index)

{

this.picbox.Image = this.imageList1.Images[index];

}

public void changename(string name)

{

this.lblname.Text = name;

}

private void getrecentfriend()

{

FileStream fs = new FileStream(Application.StartupPath + "\\" + "friend.txt", FileMode.Open, FileAccess.Read);

StreamReader sr = new StreamReader(fs);

int index = 0;

while (sr.Peek() > -1)

{

string tmp = sr.ReadLine();

string[] res = tmp.Split(' ');

foreach (Model.friendInfo fri in myFriends)

{

if (this.\_user.userID == Convert.ToInt32(res[0]) && res[1] == fri.friendID.ToString())

{

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

List<Model.friendInfo> bllfq = bllfrq.GetModelList("userid=" + \_user.userID + "and friendid=" + Convert.ToInt32(res[1]) + "");

UCFriendInfo ucRecentfriend = new UCFriendInfo(\_user, this);

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

Model.userInfo u = frueser.GetModel(bllfq[0].friendID);

ucRecentfriend.Top = ucRecentfriend.Height \* index;

ucRecentfriend.UserName = bllfq[0].friendName;

ucRecentfriend.NickName = bllfq[0].friendName;

ucRecentfriend.UserShuoshuo = u.userShuoshuo;

ucRecentfriend.FriendInfo = u;

ucRecentfriend.HeadImage = this.imageList1 .Images[Convert.ToInt32(u.userHeadImage)];

this.pnrecentfriend.Controls.Add(ucRecentfriend);

ucRecentfriend.MouseClick += new MouseEventHandler(ucf\_MouseClick);

//ucRecentfriend.MouseLeave += new EventHandler(ucf\_MouseLeave);

//ucRecentfriend.myDBClick += new UCFriendInfo.delDBClick(ucf\_myDBClick);

//ucRecentfriend.MouseEnter += new EventHandler(ucf\_MouseEnter);

index++;

}

}

}

sr.Close();

fs.Close();

}

void ucf\_MouseClick(object o, EventArgs e)

{

UCFriendInfo ucf = (UCFriendInfo)o;

for (int i = 0; i < tbFriendTalkInfo.Count; i++)

{

if (tbFriendTalkInfo[i].FriendId == ucf.FriendInfo.userID)

{

if (tbFriendTalkInfo[i].IsOpenTalkForm)

{

return;

}

else

{

tbFriendTalkInfo[i].IsOpenTalkForm = true;

break;

}

}

}

FrmTalk frm = new FrmTalk(tbFriendTalkInfo, this, this.\_user, ucf.FriendInfo, ucf.NickName);

frm.Show();

}

private int loginno;

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

{

this.timeSystemn.Enabled = true;

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

List<Model.userInfo> muer = bllUserInfo.GetModelList("");

foreach (Model.userInfo m in muer )

{

if (m.userState!=2)

{

loginno++;

}

}

this.notifyIcon1.Visible = true;

this.Top = 0;

this.Left = Screen.PrimaryScreen.Bounds.Width - this.Width;

showMyinfo();

this.txtshuoshuo.Visible = false;

getFriendList();

this.tmPicker.Enabled = true;

this.pictureBox22.Image = this.imageList2.Images[this.\_user.userState-1];

getGroupList();

getrecentfriend();

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

List<Model.groupu> mgroup = bll.GetModelList("groupuserID =" + this.\_user.userID);

if (mgroup.Count() < 1)

{

this.btnAddmember.Visible = false;

}

}

public void getGroupList()

{

RelFriendToFrmTalk ft = new RelFriendToFrmTalk();

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

List<Model.groupu> grouplist = bll.GetModelList("groupfriendID="+this.\_user.userID.ToString());

int index = 0;

foreach (Model.groupu mg in grouplist)

{

UCGroupList ucl = new UCGroupList();

ucl.GroupID = mg.groupID;

ucl.Groupname = mg.groupName;

ucl.Top = ucl.Height \* index;

ucl.HeadImage=this.imageList1.Images[Convert.ToInt32(mg.groupImage )];

ucl.MouseDoubleClick += new MouseEventHandler(ucl\_MouseDoubleClick);

ucl.Groupannouncement = mg.groupAnnouncement;

ucl.FriendID = this.\_user.userID;

this.panel2.Controls.Add(ucl );

index++;

ft.FriendId = mg.groupID ;

ft.IsOpenTalkForm = false;

ft.Frm = null;

tbFriendTalkInfo.Add(ft);

ucgroupe.Add(ucl );

}

}

void ucl\_MouseDoubleClick(object o, MouseEventArgs e)

{

UCGroupList uc=(UCGroupList )o ;

for (int i = 0; i < tbFriendTalkInfo.Count; i++)

{

if (tbFriendTalkInfo[i].FriendId == uc.GroupID )

{

if (tbFriendTalkInfo[i].IsOpenTalkForm)

{

return;

}

else

{

tbFriendTalkInfo[i].IsOpenTalkForm = true;

break;

}

}

}

FrmGroupTalk frm = new FrmGroupTalk(tbFriendTalkInfo, this.\_user ,uc);

frm.Show();

}

List<Model.friendInfo> myFriends = new List<Model.friendInfo>();

public void getFriendList()

{

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

myFriends = bllFriend.GetModelList("userID =" + this.\_user.userID.ToString());

int index = 0;

ucflFriend.Clear();

foreach (Model.friendInfo f in myFriends)

{ UCFriendInfo ucF = new UCFriendInfo();

RelFriendToFrmTalk ft = new RelFriendToFrmTalk();

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

Model.userInfo friend = bllUserInfo.GetModel(f.friendID);

if (friend.userState != 2 && friend.userState!=3)

{

ucF.Top = ucF.Height \* index;

ucF.HeadImage = this.imageList1.Images[Convert.ToInt32(friend.userHeadImage)];

ucF.UserName = f.friendName;

ucF.myDBClick += new UCFriendInfo.delDBClick(ucF\_myDBClick);

ucF.MouseClick += new MouseEventHandler(ucF\_MouseClick);

ucF.FriendInfo = friend;

ucF.NickName = f.friendName;

ucF.UserShuoshuo = friend.userShuoshuo;

ucF.FID = f.ID;

if (ucF.UserShuoshuo.Length >= 10)

{

ucF.UserShuoshuo = ucF.UserShuoshuo.Substring(0, 10) + "...";

}

this.panel1.Controls.Add(ucF);

index++;

ft.FriendId = f.friendID;

ft.IsOpenTalkForm = false;

ft.Frm = null;

tbFriendTalkInfo.Add(ft);

ucF.UserID = f.friendID;

ucflFriend.Add(ucF);

}

}

foreach (Model.friendInfo f in myFriends)

{

UCFriendInfo ucF = new UCFriendInfo();

RelFriendToFrmTalk ft = new RelFriendToFrmTalk();

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

Model.userInfo friend = bllUserInfo.GetModel(f.friendID);

if (friend.userState == 2||friend.userState==3)

{

ucF.Top = ucF.Height \* index;

ucF.HeadImage = this.imageList1.Images[Convert.ToInt32(friend.userHeadImage)+110];

ucF.UserName = f.friendName;

ucF.myDBClick += new UCFriendInfo.delDBClick(ucF\_myDBClick);

ucF.MouseClick += new MouseEventHandler(ucF\_MouseClick);

ucF.FriendInfo = friend;

ucF.NickName = f.friendName;

ucF.UserShuoshuo = friend.userShuoshuo;

ucF.FID = f.ID;

if (ucF.UserShuoshuo.Length >= 10)

{

ucF.UserShuoshuo = ucF.UserShuoshuo.Substring(0, 10) + "...";

}

this.panel1.Controls.Add(ucF);

index++;

ft.FriendId = f.friendID;

ft.IsOpenTalkForm = false;

ft.Frm = null;

tbFriendTalkInfo.Add(ft);

ucF.UserID = f.friendID;

ucflFriend.Add(ucF);

}

}

}

void ucF\_MouseClick(object sender, MouseEventArgs e)

{

if (e.Button!= System.Windows.Forms.MouseButtons.Right )

{

return;

}

currentRight = (UCFriendInfo)sender;

this.menuFriend.Show(Control.MousePosition );

}

void ucF\_myDBClick(object o, EventArgs e)

{

UCFriendInfo ucf = (UCFriendInfo)o;

for (int i = 0; i < tbFriendTalkInfo.Count; i++)

{

if (tbFriendTalkInfo[i].FriendId == ucf.FriendInfo.userID)

{

if (tbFriendTalkInfo[i].IsOpenTalkForm)

{

return;

}

else

{

tbFriendTalkInfo[i].IsOpenTalkForm = true;

break;

}

}

}

FrmTalk frm = new FrmTalk(tbFriendTalkInfo, this, this.\_user, ucf.FriendInfo, ucf.NickName);

frm.Show();

}

private void FrmMain\_FormClosed(object sender, FormClosedEventArgs e)

{

this.\_frm.Dispose();

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

Model.userInfo user = bllUserInfo.GetModel(this.\_user.userID );

user.userID = this.\_user.userID;

user.userState = 2;

bllUserInfo.Update(user);

}

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

{

this.lblshuoshuo.Visible = false;

this.txtshuoshuo.Visible = true;

}

private void txtshuoshuo\_KeyPress(object sender, KeyPressEventArgs e)

{

if (e.KeyChar == (char)Keys.Enter)

{

updateshuoshuo();

}

}

private void updateshuoshuo()

{

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

this.\_user.userShuoshuo = this.txtshuoshuo.Text;

blluserinfo.Update(this.\_user);

showMyinfo();

this.lblshuoshuo.Visible = true;

this.txtshuoshuo.Visible = false;

}

private void txtshuoshuo\_Leave(object sender, EventArgs e)

{

updateshuoshuo();

}

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

{

if (this.txtshuoshuo.Visible == true)

{

updateshuoshuo();

}

}

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

{

FrmEditInfo frm = new FrmEditInfo(this.\_user, this);

frm.ShowDialog();

}

private int j = 0;

private void tmPicker\_Tick(object sender, EventArgs e)

{

FriendJump();

GroupJump();

}

private void GroupJump()

{

BLL.groupMessage bllmsg = new BLL.groupMessage();

List<Model.groupMessage> msgInfo = bllmsg.GetModelList("receiverID= '" + this.\_user.userID + "'and messageState=31 ");

foreach (Model.groupMessage m in msgInfo)

{

foreach (RelFriendToFrmTalk ft in tbFriendTalkInfo)

{

if (ft.FriendId == m.groupID)

{

if (!ft.IsOpenTalkForm)

{

foreach (UCGroupList u in ucgroupe)

{

if (u.GroupID == m.groupID)

{

u.ImageJump();

}

}

}

}

}

}

}

private void FriendJump()

{

BLL.messsageInfo bllmsg = new BLL.messsageInfo();

List<Model.messsageInfo> msgInfo = bllmsg.GetModelList("receiverID= '" + this.\_user.userID + "'and messageState=1 ");

foreach (Model.messsageInfo m in msgInfo)

{

foreach (RelFriendToFrmTalk ft in tbFriendTalkInfo)

{

if (ft.FriendId == m.senderID)

{

if (!ft.IsOpenTalkForm)

{

foreach (UCFriendInfo u in ucflFriend)

{

if (u.UserID == m.senderID)

{

u.ImageJump();

System.Media.SoundPlayer sp = new SoundPlayer();

sp.SoundLocation = @"F:\大三下（李登辉）\CTalk\Sound\msg.wav";

sp.Play();

if (j % 2 == 1)

{

this.notifyIcon1.Visible = false;

j++;

}

}

}

}

}

}

}

RefreshList();

}

private void notifyIcon1\_DoubleClick(object sender, EventArgs e)

{

this.WindowState=FormWindowState.Normal ;

}

private void pictureBox1\_Click(object sender, EventArgs e)

{

FrmAddFrend ff = new FrmAddFrend(this,this.\_user );

ff.Show();

}

private void statusStrip1\_ItemClicked(object sender, ToolStripItemClickedEventArgs e)

{

}

private void RefreshList()

{

int mn = 0;

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

List<Model.userInfo> muer = bllUserInfo.GetModelList("");

foreach (Model.userInfo m in muer)

{

if (m.userState != 2&&m.userState!=3)

{

mn++;

}

}

if (mn != loginno)

{

loginno = mn;

this.panel1.Controls.Clear();

getFriendList();

}

}

private void 发送即时消息ToolStripMenuItem\_Click(object sender, EventArgs e)

{

UCFriendInfo ucf = (UCFriendInfo)currentRight;

for (int i = 0; i < tbFriendTalkInfo.Count; i++)

{

if (tbFriendTalkInfo[i].FriendId == ucf.FriendInfo.userID)

{

if (tbFriendTalkInfo[i].IsOpenTalkForm)

{

return;

}

else

{

tbFriendTalkInfo[i].IsOpenTalkForm = true;

break;

}

}

}

FrmTalk frm = new FrmTalk(tbFriendTalkInfo, this, this.\_user, ucf.FriendInfo, ucf.NickName);

frm.Show();

}

private void 修改备注ToolStripMenuItem\_Click(object sender, EventArgs e)

{

UCFriendInfo ucf = (UCFriendInfo)currentRight;

FrmEditFriendName fefm = new FrmEditFriendName(ucf.NickName,ucf.FID,this ,this.\_user.userID ,ucf.FriendInfo.userID );

fefm.Show();

}

private void 删除好友ToolStripMenuItem\_Click(object sender, EventArgs e)

{

UCFriendInfo ucf = (UCFriendInfo)currentRight;

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

int mf= ucf.FID;

bllfriend.Delete(mf);

this.panel1.Controls.Clear();

getFriendList();

}

private void 屏蔽消息ToolStripMenuItem\_Click(object sender, EventArgs e)

{

}

private void menuFriend\_Opening(object sender, CancelEventArgs e)

{

}

private void pictureBox2\_Click(object sender, EventArgs e)

{

this.contextMenuStrip1.Show(Control.MousePosition);

}

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

{

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

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

mu.userID = this.\_user.userID;

mu.userState = 1;

mu.userBirthDay = this.\_user.userBirthDay;

mu.userDescription = this.\_user.userDescription;

mu.userHeadImage = this.\_user.userHeadImage;

mu.userName = this.\_user.userName;

mu.userPWD = this.\_user.userPWD;

mu.userSex = this.\_user.userSex;

mu.userShuoshuo = this.\_user.userShuoshuo;

this.pictureBox22.Image=this.imageList2.Images[0];

bllUser.Update(mu );

}

private void toolStripMenuItem2\_Click(object sender, EventArgs e)

{

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

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

mu.userID = this.\_user.userID;

mu.userState = 3;

mu.userBirthDay = this.\_user.userBirthDay;

mu.userDescription = this.\_user.userDescription;

mu.userHeadImage = this.\_user.userHeadImage;

mu.userName = this.\_user.userName;

mu.userPWD = this.\_user.userPWD;

mu.userSex = this.\_user.userSex;

mu.userShuoshuo = this.\_user.userShuoshuo;

this.pictureBox22.Image = this.imageList2.Images[2];

bllUser.Update(mu);

}

private void toolStripMenuItem3\_Click(object sender, EventArgs e)

{

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

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

mu.userID = this.\_user.userID;

mu.userState = 5;

mu.userBirthDay = this.\_user.userBirthDay;

mu.userDescription = this.\_user.userDescription;

mu.userHeadImage = this.\_user.userHeadImage;

mu.userName = this.\_user.userName;

mu.userPWD = this.\_user.userPWD;

mu.userSex = this.\_user.userSex;

mu.userShuoshuo = this.\_user.userShuoshuo;

this.pictureBox22.Image = this.imageList2.Images[4];

bllUser.Update(mu);

}

private void toolStripMenuItem4\_Click(object sender, EventArgs e)

{

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

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

mu.userID = this.\_user.userID;

mu.userState = 4;

mu.userBirthDay = this.\_user.userBirthDay;

mu.userDescription = this.\_user.userDescription;

mu.userHeadImage = this.\_user.userHeadImage;

mu.userName = this.\_user.userName;

mu.userPWD = this.\_user.userPWD;

mu.userSex = this.\_user.userSex;

mu.userShuoshuo = this.\_user.userShuoshuo;

this.pictureBox22.Image = this.imageList2.Images[3];

bllUser.Update(mu);

}

private void toolStripMenuItem5\_Click(object sender, EventArgs e)

{

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

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

mu.userID = this.\_user.userID;

mu.userState = 2;

mu.userBirthDay = this.\_user.userBirthDay;

mu.userDescription = this.\_user.userDescription;

mu.userHeadImage = this.\_user.userHeadImage;

mu.userName = this.\_user.userName;

mu.userPWD = this.\_user.userPWD;

mu.userSex = this.\_user.userSex;

mu.userShuoshuo = this.\_user.userShuoshuo;

this.pictureBox22.Image = this.imageList2.Images[1];

bllUser.Update(mu);

}

private void timeSystemn\_Tick(object sender, EventArgs e)

{

BLL.messsageInfo bmess = new BLL.messsageInfo();

List<Model.messsageInfo> mmess = bmess.GetModelList("receiverID= '" + this.\_user.userID + "'and messageState=20 ");

foreach (Model.messsageInfo m in mmess)

{

BLL.messsageInfo BllMsgInfo = new BLL.messsageInfo();

Model.messsageInfo msg = new Model.messsageInfo();

msg.messageContent = m.messageContent;

msg.senderID = m.senderID;

msg.receiverID = m.receiverID;

msg.messageState = 21;

msg.sendTime = m.sendTime;

msg.messageID = m.messageID;

BllMsgInfo.Update(msg);

BLL.userInfo bll2=new BLL.userInfo();

Model.userInfo mfriend2=bll2.GetModel(m.senderID );

System.Media.SoundPlayer sp = new SoundPlayer();

sp.SoundLocation = @"F:\大三下（李登辉）\CTalk\Sound\system.wav";

sp.Play();

FrmimmediatelyMsg frm = new FrmimmediatelyMsg(tbFriendTalkInfo, this, this.\_user,mfriend2,mfriend2.userName );

frm.Show();

}

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

List<Model.friendRequest> mfrien = bl.GetModelList("senderID= '" + this.\_user.userID + "'and Station=2 ");

foreach (Model.friendRequest m in mfrien)

{

System.Media.SoundPlayer sp = new SoundPlayer();

sp.SoundLocation = @"F:\大三下（李登辉）\CTalk\Sound\system.wav";

sp.Play();

FrmOkWarn sw =new FrmOkWarn(m,this );

sw.Show();

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

mf.ID = m.ID;

mf.NickName = m.NickName;

mf.NumOfSameFriend = m.NumOfSameFriend;

mf.receiveID = m.receiveID;

mf.senderID = m.senderID;

mf.ValidationInfo = m.ValidationInfo;

mf.ValidationTime = m.ValidationTime;

mf.Station = 5;

bl.Update(mf);

}

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

List<Model.friendRequest> mfriend = bll.GetModelList("receiveID= '" + this.\_user.userID + "'and Station=1 ");

foreach (Model.friendRequest m in mfriend)

{

System.Media.SoundPlayer sp = new SoundPlayer();

sp.SoundLocation = @"F:\大三下（李登辉）\CTalk\Sound\system.wav";

sp.Play ();

SystemWarn sw = new SystemWarn(m,this );

sw.Show();

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

mf.ID = m.ID;

mf.NickName = m.NickName;

mf.NumOfSameFriend = m.NumOfSameFriend;

mf.receiveID = m.receiveID;

mf.senderID = m.senderID;

mf.ValidationInfo = m.ValidationInfo;

mf.ValidationTime = m.ValidationTime;

mf.Station = 5;

bll.Update(mf);

}

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

List<Model.groupu> mgroup = bllgroup.GetModelList("groupuserID="+this.\_user.userID );

if (mgroup .Count !=0)

{

int receiverID = mgroup[0].groupID;

List<Model.friendRequest> mfriend2 = bll.GetModelList("receiveID= '" + receiverID + "'and Station=1 ");

foreach (Model.friendRequest m in mfriend2)

{

System.Media.SoundPlayer sp = new SoundPlayer();

sp.SoundLocation = @"F:\大三下（李登辉）\CTalk\Sound\system.wav";

sp.Play();

FrmGroupWarn sw = new FrmGroupWarn(m, this);

sw.Show();

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

mf.ID = m.ID;

mf.NumOfSameFriend = m.NumOfSameFriend;

mf.receiveID = m.receiveID;

mf.senderID = m.senderID;

mf.ValidationInfo = m.ValidationInfo;

mf.ValidationTime = m.ValidationTime;

mf.Station = 5;

bll.Update(mf);

}

}

}

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

{

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

List<Model.groupu> mgroup = bll.GetModelList("groupuserID =" + this.\_user.userID);

if (mgroup.Count() <1 )

{

FrmAddGroup frm = new FrmAddGroup(this.\_user,this );

frm.Show();

}

else

{

MessageBox.Show("您已创建了群，不能继续添加！");

}

}

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

{

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

List<Model.groupu> mgroup = bll.GetModelList("groupuserID =" + this.\_user.userID);

if (mgroup.Count() < 1)

{

MessageBox.Show("您未创建了群，不能添加群成员！");

}

else

{

FrmAddGroupMember frm = new FrmAddGroupMember(this.\_user, this);

frm.Show();

}

}

}

}