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 FrmShowMSG : Form

{

public FrmShowMSG()

{

InitializeComponent();

}

Model.friendRequest \_frmr;

FrmMain \_frm;

public FrmShowMSG(Model.friendRequest friendrequest,FrmMain frm)

{

InitializeComponent();

this.\_frmr = friendrequest;

this.\_frm = frm;

}

private Model.userInfo \_user;

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

{ FrmMain frm=new FrmMain();

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

\_user = bll.GetModel( this.\_frmr.senderID );

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

this.lblName.Text = \_user.userName;

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

this.textBox1.Text = this.\_frmr.ValidationInfo;

}

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

{

if (rbok.Checked==true )

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

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

mf.ID = this.\_frmr .ID;

mf.NickName = this.\_frmr.NickName;

mf.NumOfSameFriend = this.\_frmr.NumOfSameFriend;

mf.receiveID = this.\_frmr.receiveID;

mf.senderID = this.\_frmr.senderID;

mf.ValidationInfo = this.\_frmr.ValidationInfo;

mf.ValidationTime = this.\_frmr.ValidationTime;

mf.Station = 2;

bll.Update(mf);

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

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

m.friendID = this.\_frmr.senderID;

m.userID = this.\_frmr.receiveID;

m.friendName = this.\_user.userName;

bff.Add(m);

m.friendID = this.\_frmr.receiveID ;

m.userID = this.\_frmr.senderID ;

m.friendName = this.\_frmr.NickName;

bff.Add(m);

this.Close();

}

if (rbno.Checked==true )

{

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

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

mf.ID = this.\_frmr .ID;

mf.NickName = this.\_frmr.NickName;

mf.NumOfSameFriend = this.\_frmr.NumOfSameFriend;

mf.receiveID = this.\_frmr.receiveID;

mf.senderID = this.\_frmr.senderID;

mf.ValidationInfo = this.\_frmr.ValidationInfo;

mf.ValidationTime = this.\_frmr.ValidationTime;

mf.Station = 3;

bll.Update(mf);

this.Close ();

}

if (rbhulue.Checked==true )

{

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

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

mf.ID = this.\_frmr .ID;

mf.NickName = this.\_frmr.NickName;

mf.NumOfSameFriend = this.\_frmr.NumOfSameFriend;

mf.receiveID = this.\_frmr.receiveID;

mf.senderID = this.\_frmr.senderID;

mf.ValidationInfo = this.\_frmr.ValidationInfo;

mf.ValidationTime = this.\_frmr.ValidationTime;

mf.Station = 4;

bll.Update(mf);

this.Close();

}

}

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

{

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

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

mf.ID = this.\_frmr.ID;

mf.NickName = this.\_frmr.NickName;

mf.NumOfSameFriend = this.\_frmr.NumOfSameFriend;

mf.receiveID = this.\_frmr.receiveID;

mf.senderID = this.\_frmr.senderID;

mf.ValidationInfo = this.\_frmr.ValidationInfo;

mf.ValidationTime = this.\_frmr.ValidationTime;

mf.Station = 4;

bll.Update(mf);

this.Close();

}

private void FrmShowMSG\_FormClosing(object sender, FormClosingEventArgs e)

{

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

this.\_frm.getFriendList();

}

}

}