using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace CSLG.CTalk.UI

{

public class RelFriendToFrmTalk

{

private int friendId;

public int FriendId

{

get { return friendId; }

set { friendId = value; }

}

private bool isOpenTalkForm;

public bool IsOpenTalkForm

{

get { return isOpenTalkForm; }

set { isOpenTalkForm = value; }

}

private FrmTalk frm;

public FrmTalk Frm

{

get { return frm; }

set { frm = value; }

}

}

}