using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Drawing;

using System.Data;

using System.Linq;

using System.Text;

using System.Windows.Forms;

namespace CSLG.CTalk.UI

{

public partial class UCFriendSearchList : UserControl

{

public UCFriendSearchList()

{

InitializeComponent();

}

private Image \_headImage;

public Image HeadImage

{

get { return \_headImage; }

set { \_headImage = value;

this.picImage.Image = \_headImage;

}

}

private string \_userName;

private string \_iname;

public string Iname

{

get { return \_iname; }

set { \_iname = value; }

}

public string UserName

{

get { return \_userName; }

set { \_userName = value;

this.lblName.Text = \_userName;

}

}

private int \_userID;

private Image \_iimage;

public Image Iimage

{

get { return \_iimage; }

set { \_iimage = value; }

}

private bool \_frmtalkIsOpen;

public bool FrmtalkIsOpen

{

get { return \_frmtalkIsOpen; }

set { \_frmtalkIsOpen = value; }

}

private int id;

public int Id

{

get { return id; }

set { id = value; }

}

public int UserID

{

get { return \_userID; }

set { \_userID = value;

this.lblID.Text = \_userID.ToString();

}

}

private int \_sameFriend;

public int SameFriend

{

get { return \_sameFriend; }

set { \_sameFriend = value;

this.label1.Text = "有" + \_sameFriend.ToString() + "个共同好友";

}

}

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

{

this.pncontrol.BackColor = Color.Blue;

}

private int i = 0;

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

{

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

List<Model.friendInfo> myFriends = bllFriend.GetModelList("userID =" + id);

if (myFriends.Count == 0)

{

FrmAddMsg frm = new FrmAddMsg(id,UserID,HeadImage,UserName,SameFriend );

frm.Show();

}

else

{

foreach (Model.friendInfo f in myFriends)

{

if (f.friendID == UserID)

{

i++;

}

}

if (i == 0)

{

FrmAddMsg frm = new FrmAddMsg(id, UserID, HeadImage, UserName,SameFriend );

frm.Show();

}

else

{

MessageBox.Show("已是您的好友，请勿重复添加！");

}

}

}

private void picadd\_MouseEnter(object sender, EventArgs e)

{

this.picadd.Image=this.imgList.Images[0];

}

private void picadd\_MouseLeave(object sender, EventArgs e)

{

this.picadd.Image = null;

}

private void pictalk\_MouseEnter(object sender, EventArgs e)

{

this.pictalk .Image = this.imgList.Images[1];

}

private void pictalk\_MouseLeave(object sender, EventArgs e)

{

this.pictalk.Image = null;

}

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

{

if (this.FrmtalkIsOpen==true )

{

return;

}

FrmTalk frm = new FrmTalk(HeadImage,Iimage ,UserID,id,UserName,\_frmtalkIsOpen ,Iname );

frm.Show();

this.\_frmtalkIsOpen = true;

}

}

}