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 UCGroup : UserControl

{

public UCGroup()

{

InitializeComponent();

}

private int Id;

public int Id1

{

get { return Id; }

set { Id = value; }

}

private Image headImage;

public Image HeadImage

{

get { return headImage; }

set { headImage = value;

this.pictureBox1.Image = headImage;

}

}

private bool isChouse;

public bool IsChouse

{

get { return isChouse; }

set { isChouse = value; }

}

private string username;

public string Username

{

get { return username; }

set { username = value; }

}

private int headimageindex;

public int Headimageindex

{

get { return headimageindex; }

set { headimageindex = value; }

}

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

{

this.label1.Text =this.username +"(" + this.Id + ")";

}

}

}