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 UCGroupList : UserControl

{

public UCGroupList()

{

InitializeComponent();

}

private string groupname;

public string Groupname

{

get { return groupname; }

set { groupname = value;

this.label1.Text = groupname;

}

}

private int groupID;

public int GroupID

{

get { return groupID; }

set { groupID = value; }

}

private int friendID;

public int FriendID

{

get { return friendID; }

set { friendID = value; }

}

private Image headImage;

public Image HeadImage

{

get { return headImage; }

set { headImage = value;

this.pictureBox1.Image = headImage;

}

}

private string groupannouncement;

public string Groupannouncement

{

get { return groupannouncement; }

set { groupannouncement = value; }

}

private int \_headImageLeft;

private int \_headImageTop;

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

{

\_headImageLeft = this.pictureBox1 .Left;

\_headImageTop = this.pictureBox1.Top;

}

private int flag = 0;

public void ImageJump()

{

int temp = flag % 4;

if (temp == 0)

{

this.pictureBox1.Left = \_headImageLeft - 2;

this.pictureBox1.Top = \_headImageTop + 2;

}

if (temp == 1)

{

this.pictureBox1.Left = \_headImageLeft;

this.pictureBox1.Top = \_headImageTop;

}

if (temp == 2)

{

this.pictureBox1.Left = \_headImageLeft + 2;

this.pictureBox1.Top = \_headImageTop + 2;

}

if (temp == 3)

{

this.pictureBox1.Left = \_headImageLeft;

this.pictureBox1.Top = \_headImageTop;

}

flag++;

}

}

}