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 UCGroupSearch : UserControl

{

public UCGroupSearch()

{

InitializeComponent();

}

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

{

}

private int \_groupID;

public int GroupID

{

get { return \_groupID; }

set { \_groupID = value;

this.label1.Text = GroupID.ToString();

}

}

private int \_groupuserID;

public int GroupuserID

{

get { return \_groupuserID; }

set { \_groupuserID = value; }

}

private string \_groupName;

public string GroupName

{

get { return \_groupName; }

set { \_groupName = value;

this.label2.Text = \_groupName;

}

}

private int \_groupImage;

FrmMain frm = new FrmMain();

public int GroupImage

{

get { return \_groupImage; }

set { \_groupImage = value;

this.pictureBox1.Image=frm.imageList1.Images [\_groupImage ];

}

}

private int \_friendID;

public int FriendID

{

get { return \_friendID; }

set { \_friendID = value; }

}

private void button1\_Click(object sender, EventArgs e)

{

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

List < Model.groupu> mgroup = bll.GetModelList("groupfriendID='"+this.FriendID+"' and groupID='"+this.GroupID +"'");

if (mgroup.Count ==0 )

{

FRMGoupCheck frm = new FRMGoupCheck(FriendID,GroupImage ,GroupID ,GroupuserID ,GroupName );

frm.Show();

}

}

}

}