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using System;
using System.Collections;
using System.ComponentModel;
using System.Drawing;
using System.Drawing.Drawing2D;
using System.Data;
using System.Windows.Forms;

namespace sb54_CSAI.MiscFormComponents
{
    #region uctTitledPanel CLASS
    /// <summary>
    /// uctTitledPanel is a sub class of a <see cref="System.Windows.Forms.UserControl">User
    Control </see>
    /// that provides a nicely formatted panel, with a top panel oPnlHomeTop with a main
    title and an image
    /// and, a bottom panel oPnlSub with a sub title, which can all be defined via public
    properties of the
    /// control. The uctTitledPanel is used in both the <see cref="sb54_CSAI.ServerApp.
    FrmMain">ReMP3 Server application </see>
    /// and the <see cref="sb54_CSAI.ServerApp.FrmClient">ReMP3 Client application </see></
    summary>
    public class uctTitledPanel : System.Windows.Forms.UserControl
    {
        #region Instance fields
        //Instance fields
        private System.ComponentModel.Container components = null;
        private Image oImgTitle=null;
        private String oTxtTitle="";
        private System.Windows.Forms.Panel oPnlMain;
        private System.Windows.Forms.Panel oPnlSub;
        private String oTxtSubTitle="";
        #endregion
        #region Public Constructor
        /// <summary>
        /// Constructor, simply initalises all GUI components
        /// and a creates a default image (NoImage.GIF) from an embedded resource stream
        /// for the uctTitledPanel, such that the control will function correctly
        /// when put down within the .NET designer container
        /// </summary>
        public uctTitledPanel()
        {
            // This call is required by the Windows.Forms Form Designer.
            InitializeComponent();
            //create default
            createPanelLogo();
        }
        #endregion
        #region Public Methods/Properties

        /// <summary>
        /// Clean up any resources being used.
        /// </summary>
        /// <param name="disposing">>true indicates the object should be disposed</param>
        protected override void Dispose( bool disposing )
        {
            //if being asked to dispose
            if( disposing )
            {
                //clean up the held resources
                if (components != null) { components.Dispose(); }
                if (oImgTitle != null) { oImgTitle.Dispose(); }
            }
            //call base class Dispose
            base.Dispose( disposing );
        }

        /// <summary>
        /// Gets/Sets the Image that is displayed on the top panel oPnlHomeTop
        /// </summary>
        public Image image
        {
            get
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    {
        return this.oImgTitle;
    }
    set
    {
        this.oImgTitle = value;
    }
}

/// <summary>
/// Gets/Sets the text that is displayed on the top panel oPnlHomeTop
/// </summary>
public String mainTitle
{
    get
    {
        return this.oTxtTitle;
    }
    set
    {
        this.oTxtTitle = value;
    }
}

/// <summary>
/// Gets/Sets the text that is displayed on the bottom panel oPnlSub
/// </summary>
public String subTitle
{
    get
    {
        return this.oTxtSubTitle;
    }
    set
    {
        this.oTxtSubTitle = value;
    }
}
}
#endregion
#region Component Designer generated code
/// <summary>
/// Required method for Designer support - do not modify
/// the contents of this method with the code editor.
/// </summary>
private void InitializeComponent()
{
    this.oPnlMain = new System.Windows.Forms.Panel();
    this.oPnlSub = new System.Windows.Forms.Panel();
    this.SuspendLayout();
    //
    // oPnlMain
    //
    this.oPnlMain.AutoScroll = true;
    this.oPnlMain.BackColor = System.Drawing.SystemColors.Control;
    this.oPnlMain.Dock = System.Windows.Forms.DockStyle.Top;
    this.oPnlMain.Location = new System.Drawing.Point(0, 0);
    this.oPnlMain.Name = "oPnlMain";
    this.oPnlMain.Size = new System.Drawing.Size(710, 80);
    this.oPnlMain.TabIndex = 8;
    this.oPnlMain.Paint += new System.Windows.Forms.PaintEventHandler(this.
oPnlHomeTop_Paint);
    //
    // oPnlSub
    //
    this.oPnlSub.Dock = System.Windows.Forms.DockStyle.Top;
    this.oPnlSub.Location = new System.Drawing.Point(0, 80);
    this.oPnlSub.Name = "oPnlSub";
    this.oPnlSub.Size = new System.Drawing.Size(710, 20);
    this.oPnlSub.TabIndex = 9;
    this.oPnlSub.Paint += new System.Windows.Forms.PaintEventHandler(this.
oPnlSub_Paint);
    //
    // uctTitledPanel

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//
this.Controls.Add(this.oPnlSub);
this.Controls.Add(this.oPnlMain);
this.Name = "uctTitledPanel";
this.Size = new System.Drawing.Size(710, 100);
this.ResumeLayout(false);

}
#endregion
#region Private methods

/// <summary>
/// Initialises a DEFAULT image for the top panel oPnlHomeTop, so that the
uctTitledPanel
/// will work correctly when placed on the .NET designer container. The default
image
/// is an embedded resource called NoImage.GIF and is read from a assembly
manifest
/// resource stream
/// </summary>
private void createPanelLogo()
{
    //Get the image to paint from the embedded resource file associated with this
assembly
    try
    {
        //initialise with a default image, by reading from embedded resource stream
        oImgTitle = null ;
        System.IO.Stream stream = null;
        stream = this.GetType().Assembly.GetManifestResourceStream(
"MiscFormComponents.NoImage.GIF" ) ;
        oImgTitle = Image.FromStream(stream) ;
    }
    catch(Exception ex)
    {
        Console.WriteLine("Problem with loading image (NoImage.GIF) in
uctTitledPanel");
        Console.WriteLine(ex.Message);
    }
}

/// <summary>
/// Event handler that occurs when the top panel oPnlHomeTop paints
/// Simply paints the top panel oPnlHomeTop with the Image specified
/// by the image property and the text specified with the mainTitle
/// property
/// </summary>
/// <param name="sender">The source object that raised the event</param>
/// <param name="e">The event arguments</param>
private void oPnlHomeTop_Paint(object sender, System.Windows.Forms.PaintEventArgs e)
{
    //call base class
    base.OnPaint(e);
    //draw the rectangle
    Graphics g = e.Graphics;
    Pen penCornBlue = new Pen(Color.CornflowerBlue);
    Rectangle r = oPnlMain.Bounds;
    g.DrawRectangle(penCornBlue,r);
    Brush sBrush = new SolidBrush(Color.CornflowerBlue);
    g.FillRectangle(sBrush,r);
    //draw the image
    Point[] picBound = new Point[3];
    picBound[0] = new Point(5,5);
    picBound[1] = new Point(oImgTitle.Width,5);
    picBound[2] = new Point(5,oImgTitle.Height);
    g.DrawImage(oImgTitle,picBound);
    //draw the text
    Brush whBrush = new SolidBrush(Color.White);
    Font f = new Font("Tahoma",12,FontStyle.Bold);
    g.DrawString(oTxtTitle,f,whBrush,new Point(this.oPnlMain.Left + oImgTitle.Width
+ 20, (this.oPnlMain.Height/2)-6));
}
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/// <summary>
/// Event handler that occurs when the bottom panel oPnlSub paints
/// Simply paints the bottom panel oPnlSub with the text specified
/// with the subTitle property
/// </summary>
/// <param name="sender">The source object that raised the event</param>
/// <param name="e">The event arguments</param>
private void oPnlSub_Paint(object sender, System.Windows.Forms.PaintEventArgs e)
{
    //call base class
    base.OnPaint(e);
    //draw the rectangle
    Graphics g = e.Graphics;
    Pen penBlack = new Pen(Color.Black);
    Rectangle r = new Rectangle(0,0,oPnlSub.Size.Width,oPnlSub.Size.Height);
    g.DrawRectangle(penBlack,r);
    Brush divBrush = new HatchBrush(HatchStyle.Divot,Color.Gray,Color.Black);
    g.FillRectangle(divBrush,r);
    //draw the text
    Brush whBrush = new SolidBrush(Color.White);
    Font f = new Font("Tahoma",8,FontStyle.Bold);
    Point drawPoint = new Point(5, 2);
    // Draw string to screen.
    g.DrawString(oTxtSubTitle,f,whBrush,drawPoint);
}
#endregion
}
#endregion
}
```