

## **MODELS.PY**

```
from django.db import models
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from django.contrib.auth.models import User
class Player(models.Model):
    name = models.CharField(max_length=255)
    description = models.TextField()
    start_bid = models.DecimalField(max_digits=10, decimal_places=2)
    bid_increment = models.DecimalField(max_digits=10, decimal_places=2)
    end_time = models.DateTimeField()
    created at = models.DateTimeField(auto now add=True)
    updated_at = models.DateTimeField(auto_now=True)
class Bid(models.Model):
    player= models.ForeignKey(Player, on delete=models.CASCADE)
    bidder = models.ForeignKey(User, on delete=models.CASCADE)
    amount = models.DecimalField(max_digits=10, decimal_places=2)
    created at = models.DateTimeField(auto now add=True)
class Payment(models.Model):
    player = models.OneToOneField(Player, on_delete=models.CASCADE)
   winner = models.ForeignKey(User, on_delete=models.CASCADE)
    amount = models.DecimalField(max_digits=10, decimal_places=2)
   method = models.CharField(max length=255)
    created at = models.DateTimeField(auto now add=True)
class Notification(models.Model):
    user = models.ForeignKey(User, on delete=models.CASCADE)
   message = models.TextField()
    created_at = models.DateTimeField(auto_now_add=True)
class Feedback(models.Model):
   user = models.ForeignKey(User, on_delete=models.CASCADE)
    rating = models.IntegerField()
    comment = models.TextField()
    created at = models.DateTimeField(auto now add=True)
class AuctionStatus(models.Model):
    player = models.OneToOneField(Player, on delete=models.CASCADE)
    is active = models.BooleanField(default=True)
   is closed = models.BooleanField(default=False)
```

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is_completed = models.BooleanField(default=False)
created_at = models.DateTimeField(auto_now_add=True)
updated_at = models.DateTimeField(auto_now=True)
```

## **SCREENSHOT OF ADMIN INTERFACE**







