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Unit Testing for Market & Listings Component

Test cases for Market (Manually)
- Browsed items on the Market page
- Clicked "2" on the bottom to move to next page
- Clicked category checkboxes to filter the items on the market
  - Chose one category to check filter successfully
  - Chose multiple categories to check whether it filters correctly
- Clicked one item to go to the item detail page
- Bet as much as I want to an item
  - Check what happens when the betting goes over my balance
    - Give error message
  - Check what happens that the user can bet over 50%
    - Block this case successfully
  - Check if betting is disabled when betting reached 100%
    - "Bet" button disappeared
- Refund right after betting