**State Manager:**

1. **Bloc:**

- using library Flutter\_bloc

- 3 impotant define: blocks, events, and states.

- States: is common, using for other screens.

- *equatable*: is lib to comparing 2 objects

*1. blocks*: contain function MapEventToStates: there is a event, how state will be changed from old state to new state.

*2. events:* will receive event and convert to states

*3. states:* contain states of app initial, success, failure:

Initial state: tell layer load a loading indicator

Success state: tell layer it has content.

Failure state: