

view\_model

C AuctionCreatedHistoryViewModel

- bool loadingDone
- dynamic auctions

- dynamic List()
- dynamic ()
- dynamic >()
- dynamic List()
- dynamic ()
- dynamic >()
- dynamic refresh()
- dynamic loadAuctions()

C AuctionDetailViewModel

- double? amount

- void reset()
- dynamic makeOffer()

C AuctionPurchasedHistoryViewModel

- bool loadingDone
- dynamic offers

- dynamic List()
- dynamic ()
- dynamic >()
- dynamic List()
- dynamic ()
- dynamic >()
- dynamic refresh()
- dynamic loadAuctions()

C CategoryViewModel

- List<CategoryModel> categories

- dynamic loadCategories()

C CreateAuctionViewModel

- double? descendantStartingPrice
- double? descendantMinimumPrice
- double? descendantDecrementAmount
- int? descendantDecrementTimer
- double? englishStartingPrice
- double? englishIncrementThreshold
- int? englishTimer
- String? photoMimeType
- UInt8List? photo
- String? description
- DateTime? silentAuctionExpiration
- List<int> selectedCategories

- void addCategory()
- void removeCategory()
- void reset()
- dynamic publishAuction()
- bool checkPriceDifference()

C EditProfileViewModel

- String? photoMimeType
- String? firstName
- String? lastName
- String? bio
- String? webSiteLink
- List<String>? socialLinks
- UInt8List? photo

- void addSocialLink()
- void removeSocialLink()
- dynamic saveEdit()

C HomeViewModel

- List<dynamic> auctions
- bool isLoading
- String? searchedText
- dynamic selectedCategories

- dynamic List()
- dynamic ()
- dynamic >()
- void addCategory()
- void removeCategory()
- bool isCategorySelected()
- void clearSelectedCategories()
- dynamic getAuctions()

C SignInViewModel

- dynamic signIn()
- dynamic signInWithGoogle()

C SignUpViewModel

- dynamic signUp()

C UserViewModel

- UserModel user

- dynamic updateUser()