```cpp
using namespace System::Windows::Forms;
/* AuctionItem.c */
ref struct Img : public phtml {
};
ref struct _1yen: public Img {
};
ref struct _5yen: public Img {
};
ref struct hand_: public Img {
};
ref struct zero: public Img {
};
ref struct onlybid: public Img {
};
ref struct no: public Img {
};

ref struct AuctionItem : public System::Windows::Forms::ListViewItem {///* : public phtml */ { // For↙
    Point
    static _1yen ^__1yen = gcnew _1yen;
    static _5yen ^__5yen = gcnew _5yen;
    static hand_ ^_hand = gcnew hand_;
    static zero ^_zero = gcnew zero;
    static onlybid ^_onlybid = gcnew onlybid;
    static no ^_no = gcnew no;
    static int limit = 10 * UNIT;
    static int limitFinal = 1 * UNIT;
    Int32 id;
    int mode;
    int down;
    String ^name;
    String ^price;
    array<Img^> ^icon;
    int icon_num;
    String ^user;
    bool owner() { return user == "saki21"; }
    ref struct AuctionItem ^next;
    AuctionItem(int id, int down) : down(down){}
    AuctionItem() {}
    AuctionItem(Int32 id): id(id), icon_num(0), down(limitFinal - 1) {
        icon = gcnew array<Img^>(3);
        Text = Int32(id).ToString();
    }
    void set(String ^st) {
        if (st[0] != 'L') // Live Auction
            setMode(4);
    }
    void setMode(int nextMode);
    void minus() {
        ListViewSubItemCollection ^s = SubItems;
        --down;
        s[3]->Text = Int32(down).ToString();
    }
    void setDown(String ^st);
    void SetSub() {
        ListViewSubItemCollection ^s = SubItems;
        s->Add(name);
        s->Add(price);
        s->Add("--:--:--");
        s->Add(user);
        s->Add(unit());
        s->Add(opt());
        s->Add(hand());
        s->Add("");
        s->Add("");
    }
    static array<String ^>^n0 = {"1円オークション", "落札限定", "5円オークション", "手動オークション"↙
    };
    static array<Img ^>^t0 = {__1yen, _onlybid, __5yen, _hand};
    static Img ^getIcon(phtml ^q) { Int32 e = Array::IndexOf(n0, q->ToString("alt")); q->up(); return↙
    e > -1 ? t0[e] : _no ; }
    void set_icon(phtml ^t) {icon->SetValue(getIcon(t), icon_num);icon_num++;}
    bool ck(Img ^i){ return icon[0] == i || icon[1] == i || icon[2] == i; }
    String ^unit() { return icon[0] == __1yen ? "1" :icon[0] == __5yen ? "5" : "15";}
```

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        String ^hand() { return (icon[0] == _hand || icon[1] == _hand) ? "hand" : "-"; }
        String ^opt() { return  ck(_onlybid) ? "落札限定":  ck(_zero) ? "zero" : "-"; }
};
/* ok.h */
ref struct pAuction : public phtml{
        String ^id;
        pAuction(AuctionItem^ a);
};
/* ok.c */
AuctionItem ^getAuction(int id);
```