INVENTORY OF TICKETS

# to store the tickets as they are produce, infinite

Tickets\_Provided=[]

INVENTORY OF PARKING SPACES

# represents each unique parking lot- 10

parkingSpaces = [a,b,c,d,e,f,g,h,i,j]

# need to add a True or False if the individual parking space has been matched to a ticket

THIS IS WHERE THE TICKET IS ASSIGNED TO A UNIQUE LOT\_ID

# the key value order pair is {ticket: parkingSpaces item} alpha for the parking space and int for ticket number

currentTicket={x:a,x1:b,x2:c,x3:d,x4:e,x5:f,x6:g,x7:h,x8:i,x9:j}

payment = True

# current\_parking\_available =

# if

3 Methods

takeTicket

- This should decrease the amount of tickets available by 1

Code:

- This should decrease the amount of parkingSpaces available by 1

Code:

payForParking

- Display an input that waits for an amount from the user and store it in a variable

- If the payment variable is not empty then (meaning the ticket has been paid) -> display a message to the user that their ticket has been paid and they have 15mins to leave

- This should update the "currentTicket" dictionary key "paid" to True

currentTicket{key:value}

leaveGarage

- If the ticket has been paid, display a message of "Thank You, have a nice day"

- If the ticket has not been paid, display an input prompt for payment

- Once paid, display message "Thank you, have a nice day!"

- Update parkingSpaces list to increase by 1 (meaning add to the parkingSpaces list)

- Update tickets list to increase by 1 (meaning add to the tickets list)

You will need a few attributes as well: