

Theater Seat Booking System

Objective: Develop a system to manage seat bookings for a theater, handling reservations and cancellations with attention to specific seating rules.

Functions to Implement:

1. **initializeTheater(rows, columns):** Create a theater layout with specified rows and columns, initializing all seats as available.
2. **bookSeat(theater, row, column):** Attempt to book a specific seat. Seats cannot be booked if already taken or if doing so would leave a single empty seat between two booked seats.
3. **cancelBooking(theater, row, column):** Cancel a booking if the seat is currently booked; handle edge cases where cancellation might violate the theater's booking rules.
4. **printTheater(theater):** Display the current booking status of the theater, showing booked and available seats.

Key Features to Implement:

- Ensure no single seats are left unbookable between two booked seats.
- Provide clear feedback for successful actions and errors (e.g., trying to book an already booked seat).

Additional Challenge:

- Implement a feature to automatically suggest the best available seat (based on proximity to the center of the row).
- Include advanced booking features like booking multiple adjacent seats.

Example Usage:

- Initialize a theater, book various seats, attempt to book seats that violate the rules, cancel bookings, and print the current state of the theater.