**Cinemax Implementation…**

#include <iostream>

#include<cstring>

using namespace std;

struct node{

int data;

string name;

node \*prev,\*next;

};

class cinemax{

public:

int row,col;

node \*header;

cinemax(){

header=NULL;

}

void create(){

node \*p=header;

node \*q=new node;

q->data=0;

q->next=q->prev=NULL;

if(header==NULL){

header=q;

header->prev=header;

header->next=header;

}else{

while(p->next!=header){

p=p->next;

}

q->next=header;

q->prev=p;

header->prev=q;

p->next=q;

}

}

void display(){

node \*p=header;

for(int i=1;i<=10;i++){

cout<<i<<".";

for(int j=1;j<=7;j++){

if(p->data==0){

cout<<"\t"<<"|NB|"<<"\t";

p=p->next;

}else{

cout<<"\t"<<"|B|"<<"\t";

p=p->next;

}

}

cout<<endl;

}

}

void booking(){

int num=0,num1=0;

cout<<endl<<"Enter row number(Between 1 to 10):";

cin>>num;

cout<<endl<<"Enter column number(Between 1 to 7):";

cin>>num1;

node \*p=header;

for(int i=1;i<(7\*num-(7-num1));i++){

p=p->next;

}

if(p->data==1){

cout<<endl<<"Sorry,Seat is Already booked!!!!!";

}else{

p->data=1;

}

}

void cancel(){

int num=0,num1=0;

cout<<endl<<"Enter row number(Between 1 to 10):";

cin>>num;

cout<<endl<<"Enter column number(Between 1 to 7):";

cin>>num1;

node \*p=header;

for(int i=1;i<(7\*num-(7-num1));i++){

p=p->next;

}

if(p->data==0){

cout<<endl<<"Seat is Already Free!!!!!";

}else{

cout<<endl<<"Seat cancelled successfully!!!!!";

p->data=0;

}

}

};

int main()

{

cinemax s1;

int ch=0;

for(int i=1;i<=70;i++){

s1.create();

}

do{

cout<<endl<<"\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*CINEMAX IMPLEMENTATION\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*";

cout<<endl<<"1.Book seats....\n2.Cancel seats.....\n3.Display available seats...\n4.Exit....";

cout<<endl<<"Enter choice:";

cin>>ch;

switch(ch){

case 1:

s1.booking();

break;

case 2:

s1.cancel();

break;

case 3:

s1.display();

break;

case 4:

break;

}

}while(ch!=4);

return 0;

}