Hard Level: Ticket Booking System with Multithreading Problem Statement Develop a ticket booking system with synchronized threads to ensure no double booking of seats. Use thread priorities to simulate VIP bookings being processed first.

Key Concepts Used **★**□ Multithreading: To handle multiple booking requests simultaneously.

Synchronization: To prevent double booking of seats.

Thread Priorities: To prioritize VIP bookings over regular bookings.

Code:

```
class TicketBookingSystem {
   private final Set<Integer> bookedSeats = new HashSet<>();
       this.totalSeats = totalSeats;
           System.out.println(customerType + " Booking Failed: Invalid
seat number " + seatNumber);
       if (!bookedSeats.contains(seatNumber)) {
           System.out.println(customerType + " Booking Successful: Seat "
           System.out.println(customerType + " Booking Failed: Seat " +
class Customer extends Thread {
   private final TicketBookingSystem system;
   public Customer (TicketBookingSystem system, int seatNumber, String
       this.system = system;
       this.customerType = customerType;
       this.setPriority(priority);
   @Override
public class TicketBookingApp {
```

```
public static void main(String[] args) {
    TicketBookingSystem system = new TicketBookingSystem(10); // 10

seats available
    List<Customer> customers = new ArrayList<>();
    customers.add(new Customer(system, 1, "VIP", Thread.MAX_PRIORITY));
    customers.add(new Customer(system, 2, "Regular",

Thread.NORM_PRIORITY));
    customers.add(new Customer(system, 1, "Regular",

Thread.NORM_PRIORITY)); // Double booking attempt
    customers.add(new Customer(system, 3, "VIP", Thread.MAX_PRIORITY));
    customers.add(new Customer(system, 4, "Regular",

Thread.MIN_PRIORITY));
    for (Customer customer : customers) {
        customer.start();
    }
}
```

Output:

