

C++ Assignment: Movie Ticket Booking System

Objective:

The goal of this assignment is to help you understand and apply enumeration types, `typedef` statements, namespaces, string operations, and input/output operations in C++. You will create a program that models a simple ticket booking system for a theater.

Instructions:

1. Define Enumeration Types

- Define an enumeration type `MovieGenre` with the following values: `ACTION`, `COMEDY`, `DRAMA`, `SCI_FI`, and `HORROR`.
- Define another enumeration type `TicketType` with values: `REGULAR`, `VIP`, and `STUDENT`.
- Declare variables of these types within your main function.

2. Using typedef and Anonymous Data Types

- Use `typedef` to create an alias called `String` for the `std::string` type.
- Define an anonymous enum for `SeatRow` with values representing row labels `A`, `B`, `C`, `D`, and `E`. Declare a variable of this type inside your main function.

3. Namespaces

- Place all `std` functions (e.g., `cout`, `cin`, etc.) within a `namespace theater_booking` and reference this namespace in your main function to avoid repeatedly using the `std::` prefix.

4. Functions and Enumeration Types

- Write a function `getGenreName`` that takes a `MovieGenre`` enumeration value and returns the genre as a string. For example, if the genre is `ACTION``, return `"Action"`.`
- Write another function `calculateTicketPrice`` that takes a `TicketType`` and returns the price as a `double``. Set the following prices:
 - `REGULAR``: \$10.00
 - `VIP``: \$20.00
 - `STUDENT``: \$8.00

5. User Input/Output

- Prompt the user to select a `MovieGenre`` (by displaying a list with corresponding numbers, e.g., 1 for `ACTION``, 2 for `COMEDY``, etc.).
- Prompt the user to select a `TicketType`` in the same way.
- Output the selected `MovieGenre``, `TicketType``, and calculated ticket price.

6. Relational Operators and Additional String Operations

- Define two string variables using your `String`` alias: `userName`` and `password``.
- Prompt the user to enter a username and password. Store these in the respective variables.
- Use relational operators to check if the entered username matches `"Your first name "`. and if the password matches "Your Lastname"`. Print a success message if both match; otherwise, print an error.`

For example: My first name is Sumanth and last name is Burugula so they should be matched. In your program use your first name and last name.

7. Quick Review - Additional Features

- Extend the program to ask the user if they want to book another ticket. If yes, allow the process to repeat; otherwise, terminate the program.

Grading Criteria:

- Correctness: The program runs and performs as specified.
- Code Structure: Code is well-organized, with comments where necessary.
- Usage of Enumerations: Proper declaration, assignment, and operations on enumeration types.
- String Operations: Proper use of `String` type, input/output, and relational comparisons.
- Namespaces and typedefs: Correct usage of namespaces and `typedef`.

Submission:

Submit the source code file to git and blackboard along with the screenshot of the output with appropriate comments explaining each part of the code.

Output:

```
Enter username: Sumanth
Enter password: Burugula
Login successful!
```

```
Select Movie Genre:
1. Action
2. Comedy
3. Drama
4. Sci-Fi
5. Horror
Enter choice (1-5): 3
```

```
Select Ticket Type:
1. Regular
2. VIP
3. Student
Enter choice (1-3): 1
```

```
You selected: Drama
Ticket Type: Regular
Ticket Price: $10
```

```
Would you like to book another ticket? (y/n): n
Thank you for using the theater booking system!
```

```
Enter username: Sumanth
Enter password: Burugula
Login successful!
```

```
Select Movie Genre:
1. Action
2. Comedy
3. Drama
4. Sci-Fi
5. Horror
Enter choice (1-5): 1
```

```
Select Ticket Type:
1. Regular
2. VIP
3. Student
Enter choice (1-3): 2
```

```
You selected: Action
Ticket Type: VIP
Ticket Price: $20
```

```
Would you like to book another ticket? (y/n): y
Enter username: John
Enter password: Sing
Invalid username or password. Exiting program.
```