

The provided Java code encapsulates a straightforward yet functional movie ticket booking simulation system. The application comprises two main classes: ``FrontDesk`` and ``Theater``. The ``FrontDesk`` class is responsible for handling user interactions, enabling login functionality, updating passwords, viewing seating arrangements, booking tickets, and checking the booking status. Meanwhile, the ``Theater`` class manages the underlying data structures, representing the seating arrangement and ticket prices for different dates and showtimes. The program runs in a console-based interface, allowing users to navigate through various options such as logging in, updating passwords, viewing available seating arrangements, booking tickets, and checking the status of booked seats. The simulated scenario demonstrates a user successfully logging in, viewing the seating arrangement, booking a ticket, and checking the resulting booking status. The modular design of the code facilitates easy extension and modification, making it a solid foundation for further enhancements or integration into a larger cinema management system.