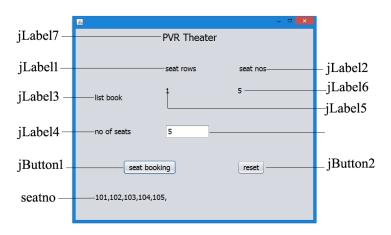
## **Ticket Booking**

PVR Theatre people have approached you to design ticketing system for them. Their auditorium has 9 rows. Each having 26 seats. They wants you to design a GUI application that obtain number of seats a user wants to buy and then allocates seats accordingly. Seats are allocated 101 to 126 (for first row), then 201 to 226 (for the second row) and so on. Seats from a next row can only be sold if previous row has been fully sold. No seats can be sold beyond seat number 926. The design of GUI application should be like the one shown below:



Now double click on boundary the push **jButton1** (Seat Booking Button). The code editor window will get open. In it, simply type the following code.

```
1. int num = Integer.parseInt(jTextField1.getText());
```

- 2. int last = Integer.parseInt(jLabel6.getText());
- 3. String lastrow = jLabel5.getText();
- seatnos.setText("");
- 5. if(lastrow.compareTo("-")==0)

```
lastrow="1";
6.
7.
        int x ,seatrow;
        for(x=0;x<num;++x)
8.
9.
        {
10.
          last++;
          if(last>26)
11.
          {
12.
            if(lastrow.compareTo("9")==0)
13.
            {
14.
               String text=jLabel6.getText();
15.
               seatnos.setText(text+"housefull......!");
16.
               break;
17.
18.
            }
19.
            else
20.
            {
               last=1;
21.
               seatrow=Integer.parseInt(lastrow)+1;
22.
              lastrow=(""+seatrow);
23.
            }
24.
25.
         }
         String text=seatnos.getText();
26.
         if(last<=9)
27.
28.
            seatnos.setText(text+lastrow+"0"+last+",");
29.
```

```
30. }

31. else

32. seatnos.setText(text+lastrow+last+",");

33. jLabel5.setText(lastrow);

34. jLabel6.setText(""+last);

35. }
```

Now double click on boundary the push **jButton1** (Reset Button). The code editor window will get open. In it, simply type the following code.

```
1. seatnos.setText(null);
```