Add the part in **red** in the spots shown here. Comment out the code in **green**.

LNODE \*TicketLinkedListHead = NULL;

QNODE \*QueueHead = NULL;

QNODE \*QueueTail = NULL;

BNODE \*BSTRoot = NULL;

BNODE \*MyTheater = NULL;

SNODE \*StackTop = NULL;

int NumberOfTickets = 0;

// Add code

MyTheater = malloc(sizeof(BNODE));

MyTheater->MovieTheaterName = malloc(13);

strcpy(MyTheater->MovieTheaterName, "Test Theater");

strcpy(MyTheater->ZipCode, "76109");

MyTheater->FileName = malloc(sizeof("file1.txt"));

strcpy(MyTheater->FileName, "file1.txt");

MapRow = 5;

MapCol = 5;

for (i = 0; i < 5; i++)

for (j = 0; j < 5; j++)

MovieTheaterMap[i][j] = 'O';

// Add code

if (argc != 4)

{

printf("%s QUEUE=xxxxxx ZIPFILE=xxxxx RECEIPTNUMBER=xxxxx\n", argv[0]);

exit(0);

}

ReadFileIntoQueue(queueFile, &QueueHead, &QueueTail);

// ReadFileIntoBST(zipFile, &BSTRoot);

while (QueueHead != NULL)

{

choice = PrintMenu();

switch (choice)

{

case 1 :

printf("\n\nHello %s\n", QueueHead->name);

PrintSeatMap(MovieTheaterMap, MapRow, MapCol); // Add this

// MyTheater = PickAndDisplayTheater(BSTRoot, MovieTheaterMap, &MapRow, &MapCol);

if (MyTheater != NULL)