

// adjust price based on number of tickets left

```
def computePrice(ticketsRemaining: Int): Float

def purchaseTicket(event: UUID) = {
  val ticket = reserveTicket(event)
  // weak read of ticket_count for performance
  val remaining = read_weak(event+"ticket_count")
  // compute price based on inconsistent read
  val price = computePrice(remaining)
  display("Enter purchase info. Price: ", price)
```