

Interface;

```
graph TD; Welcome[Welcome] --> NewReservation[New Reservation]; Welcome --> ReservationCheck[Reservation Check]; Welcome --> ReservationCancel[Reservation Cancel];
```

The diagram illustrates a user interface for a reservation system. At the top, a dark gray rectangular box contains the word "Welcome" in white text. Below this box, there are three separate, lighter gray rectangular boxes arranged horizontally. Each box contains a button label in blue text: "New Reservation" on the left, "Reservation Check" in the center, and "Reservation Cancel" on the right. The boxes are separated by thin white lines, and the entire layout is set against a black background.

New Reservation

Select Movie

Movie List

Select Showtime

Cinema Hall List

Select Cinema Hall

Showtime List

Count

1

1 2 3 4 5 6 7 1

2 3 4 5 6 7 8 2

3 4 5 6 7 8 9 3

4 5 6 7 8 9 10 4

5 6 7 8 9 10 11 5

6 7 8 9 10 11 12 6

7 8 9 10 11 12 13 7

Reservation

Reservation Check

PNR Number :

Reservation Check

Reservation Cancel

PNR Number :

Reservation Cancel

Data Structure;

```
class Movie
{
    int ID;
    string Name;
}

class CinemaHall
{
    int ID;
    string Name;
}

class HallCapacity
{
    int ID;
    CinemaHall CinemaHall;
    string Letter;
    int Capacity;
}

class Showtime
{
    int ID;
    Movie Movie;
    CinemaHall CinemaHall;
    DateTime ShowtimeStartDate;
    DateTime ShowtimeEndDate;
}

class Reservation
{
    int ID;
    Showtime Showtime;
    ReservationTypeEnum ReservationType;
}

enum ReservationTypeEnum
{
    Reserved,
    Sold,
    Canceled,
}
```

Data Flow Diagram;

