title Desplay Screening Tickets Sold Capacity

actor Staff

control Cinema System

participant Cinema

entity Screening

Staff->Cinema System:desplay(date)

activate Cinema System

Cinema System->Cinema:getStreenings(date)

activate Cinema

loop once for each screenings

Cinema->Screening:getDate

activate Screening

Screening->Cinema:return date

deactivateafter Screening

end

Cinema->Cinema System:return screenings

deactivateafter Cinema

Cinema System->Cinema System:updateDisplay()

Cinema System-->Staff:

deactivateafter Cinema System

title Schedule Move Screening

actor Staff

control Cinema System

participant Cinema

entity m：Movie

entity s：Screen

entity Screening

Staff->Cinema System:scheduleScreenings(details)

destroy Cinema System

activate Cinema System

Cinema System->Cinema:creataScreenings(details)

destroy Cinema

activate Cinema

Cinema->Cinema:m：getMovie(move\_name)

Cinema->Cinema:s：getScreen(screen)

Cinema->Screening:Screenings(data:start\_time, ticket=sold, s, m)

activate Screening

destroy Screening

Screening-->Cinema:

Cinema-->Cinema System:

Cinema System->Cinema System:updateDisplay()

Cinema System-->Staff:

title Reschedule Movie Screening

actor Staff

control Cinema System

participant Cinema

participant current：Screenings

participant selected：Screening

entity s：Screening

Staff->Cinema System:selectScreenings(details)

activate Cinema System

loop #blue for all screenings on screen

Cinema System-#red>current：Screenings:time=getStartTime()

Cinema System-#red>current：Screenings:s=getScreen()

end

Cinema System-->Staff:

deactivateafter Cinema System

Staff->Cinema System:rescheduleScreenings(details)

activate Cinema System

Cinema System->Cinema:m:=getMovie()

Cinema System->selected：Screening:setMovie(m)

Cinema System->selected：Screening:setTime(time)

Cinema System->Cinema System:updateDisplay()

Staff<--Cinema System:

deactivateafter Cinema System

title Cancel Movie Screening

actor Staff

control Cinema System

participant current：Screenings

participant selected：Screening

Staff->Cinema System:selectScreenings(details)

activate Cinema System

loop for all screenings on screen

Cinema System-#red>current：Screenings:s=getScreen()

end

Cinema System-->Staff:

deactivateafter Cinema System

Staff->Cinema System:cancel()

activate Cinema System

Cinema System->Staff:confirm()

activate Staff

Staff-->Cinema System:return("yes")

deactivateafter Staff

Cinema System-xselected：Screening:《destroy》

Cinema System->Cinema System:updateDisplay()

Staff<--Cinema System:

deactivateafter Cinema System

title Sell Tickets

actor Staff

control Cinema System

participant current：Screenings

participant selected：Screening

Staff->Cinema System:selectScreening(details)

activate Cinema System

loop

Cinema System->current：Screenings:s=getScreening()

end

Cinema System-->Staff:

deactivateafter Cinema System

Staff->Cinema System:sellTickets()

activate Cinema System

Cinema System->selected：Screening:changeTicketSold()

activate selected：Screening

Cinema System<--selected：Screening:

deactivateafter selected：Screening

Cinema System->Cinema System:updateDisplay()

Staff<--Cinema System:

deactivateafter Cinema System