Cinema Room roomName: string - title: String roomType: RoomType - date: String seates: List<Seat> r: Room - price: int +Room(string roomName, RoomType roomType, int rowsCount, int seatesPerRow) + Show(strin this.roomType = roomType; { this.roomName = roomName; 1 this.t seates = new List<Seat>(); this.c this.r for (int i = 0; i < rowsCount; i++) this.p } char row = (char)(65 + i);for (int j = 1; j <= seatesPerRow; j++) seates.Add(new Seat(row, j)); } -seates Seat #sho - row: char - seat: int #sea - state: SeatState #pric + Tic +Seat(char row, int seat) this.row = row; this.seat = seat; state = SeatState.free; } Child: Ticket Student: Ticket Adult : Ticket

```
+Child(Show show, Seat seat): base(show, seat)
{
    switch (show.getRoom().getRoomType())
    {
        case RoomType.small:
            this.price *= (100 - 40) / 100.0;
            break;
        case RoomType.medium:
            this.price *= (100 - 40) / 100.0;
            break;
    default:
        break;
```

```
+Student(Show show, Seat seat): base(show, seat)
{

switch (show.getRoom().getRoomType())
{

case RoomType.small:

this.price *= (100 - 30) / 100.0;

break;

case RoomType.medium:

this.price *= (100 - 20) / 100.0;

break;

default:
```

```
+ Adult(Show show, Seat seat): base(sl

{

    switch (show.getRoom().getRoomTyr

    {

        case RoomType.small:

            this.price *= (100 - 10) / 100;

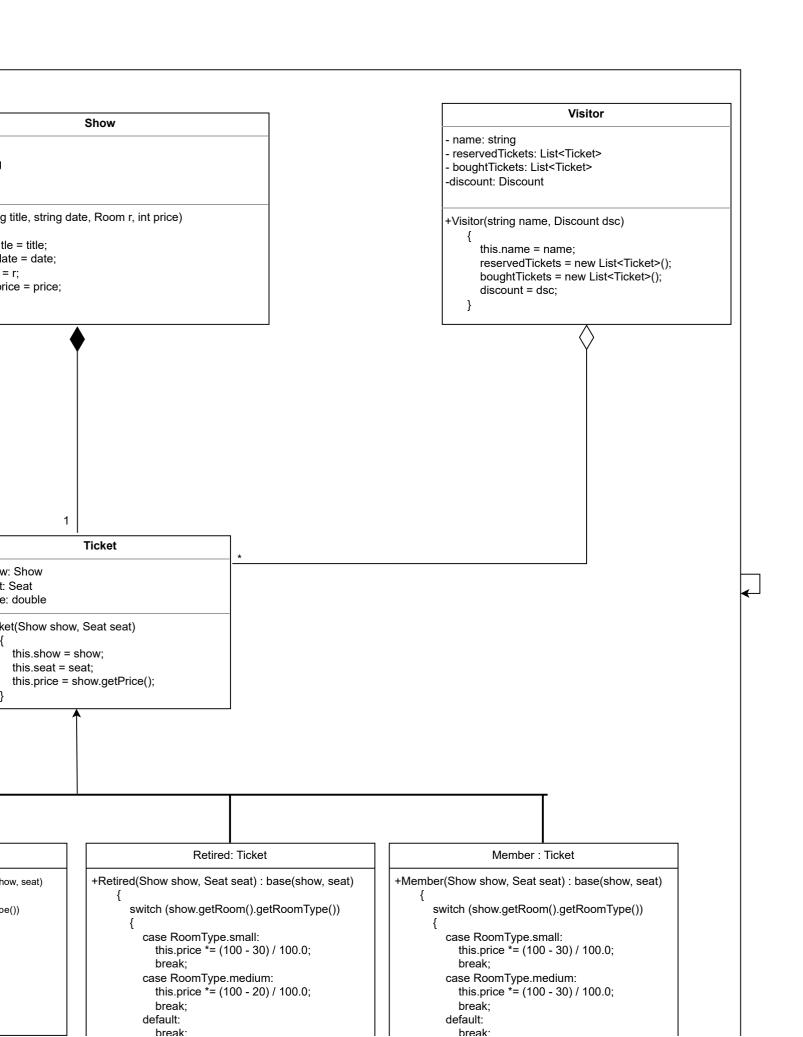
            break;

        default:

            break;

    }

}
```



} break; } }

} }