

It took me a long time to review the code and really figure out where we were supposed to make changes/improvements. I came to the conclusion that the filling of the plane is what needs to be improved/fixed, meaning that we need to take a look at the `fill_plane` function, but more specifically the `purchase_economy_plus`.

In `purchase_economy_plus`, we should definitely add a way to make sure that the front seats get preference. At the moment, it only gives a preference for window seats. We should be able to do this by utilizing a similar process as the existing code – get the all the columns in the first row, randomize it by shuffling, and then check for an available seat in that row, either “win” or “avail”. If there is an open seat, then we will put the “name” there in order to give it to an ep purchaser.

There also needs to be work done on `fill_plane`. There are already commented hints there for ideas on modifications. At this stage, I am not entirely sure how things will change. I am going to experiment and change things around to see what works/what makes sense.