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import random

"""
0 = empty seat
1 = randomly assigned economy seat
2 = specifically assigned premium seat
"""

economy_seats = 0
premium_seats = 0
num_rows = int(input("How many rows are in the plane? "))
num_columns = int(input("How many columns are in the plane? "))
seats = num_rows*num_columns

# making a 2D array of the plane of rows, cols
def make_a_plane(rows, cols):
    plane = [[0 for x in range(cols)] for y in range(rows)]
    return plane

def show_plane(plane):
    for i in plane:
        print(i)

# this function changes the value of a seat at x,y:
def assign_seat(plane,seat_row,seat_column,value):
    plane[seat_row][seat_column] = value

def choose_seat(plane):
    global seats
    global premium_seats
    show_plane(plane)
    seat_row = int(input("What row would you like? "))
    seat_column = int(input("What column would you like? "))
    if plane[seat_row][seat_column] == 2:
        print("Sorry, that seat is taken")
        choose_seat(plane)
    elif plane[seat_row][seat_column] == 0:
        print("That seat is available!")
        assign_seat(plane,seat_row,seat_column,2)
        seats -= 1
        premium_seats += 1
        print('seats left = ',seats)
        print('premium seats = ',premium_seats)
        print('economy seats = ',economy_seats)
    elif plane[seat_row][seat_column] == 1:
        print("That seat is available!")
        assign_seat(plane,seat_row,seat_column,2)
        economy(plane)
```



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zero_counter = 0 #resets to 0 if starting in a new row to prevent seats from being
assigned non-adjacently when switching from one row to the next
if plane[x][y] == 0:
    zero_counter += 1
    #print(zero_counter) #added this just to troubleshoot
    if zero_counter == num_tickets: #this condition means we've found the correct number
of adjacent seats and can assign now
        for z in range(num_tickets):
            assign_seat(plane, x, y - z, 1) #will assign economy seat to current position in array
and the positions directly before it
            economy_seats += 1 #accounting
            seats -= 1 #accounting
            #Need to add code to deal with scenario where seats left don't match this condition
        else: #resets counter to 0 if a non-zero value is detected while traversing array or if row
boundary is reached
            zero_counter = 0
        print('seats left = ',seats)
        print('premium seats = ',premium_seats)
        print('economy seats = ',economy_seats)

```

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""" Alex's code
counter = 0

while counter < num_tickets:
    plane[seat_row][seat_column] == 0:
        assign_seat(plane,seat_row,seat_column,1)
        seats -= 1
    """

if customer == 2:
    while num_tickets > 0: #Changed this to while loop to keep letting user choose seats for
number tickets desired
        choose_seat(plane)
        num_tickets -= 1
    print("Here is your seat:")
    show_plane(plane)
    print('\n')

print("Plane is full!")

```

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Additional Ideas:

- Finalize dimensions of plane: 5 rows, 3 columns, no dividing aisle

- How to deal with group tickets

- If 2/3 tickets (regardless of customer type?), seat them together in the same row on the same side of the dividing column if we have one.

- If >3 tickets (regardless of customer type?), seat them first in the same row, then in adjacent row.

- One algorithm for how premium bumps economy: seat economy together when possible, but if premium chooses their seat, they are randomly assigned and will never be purposely placed together again except through chance

- Need code for number of tickets input

- Need code to assign adjacent seats

- Need code for accounting updates

- Algorithm 2 for bumping groups: Do the same as above but code economy group tickets as 3 (a new category) and try to do them a courtesy if possible

Lower Priority Ideas?

- Add an empty column that visually divides the plane?

- Make UI more realistic for rows/columns when customer chooses seat(s); might require 2 2d arrays, one for customer type, one for seat assignation

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