**List of methods**

* **public void title()**- outputs the title  
  - return type: void  
  - access level: public
* **public void errorTrap(String s)**- outputs an errortrap message based on string given  
  - return type: void  
  - access level: public  
  - parameter String s takes in the errortrap message and outputs it as a message
* **public void pauseProgram()**- pauses program by asking user for a key  
  - return type: void  
  - access level: public
* **public void splashScreen()**- draws a splash screen user sees when the first open the program  
  - return type: void  
  - access level: public
* **public void mainMenu()**- displays the directory to the user  
  - return type: void  
  - access level: public
* **public void instructions()**- displays the instructions of using this program  
  - return type: void  
  - access level: public
* **public void askData()**  
  - asks the user for ticket purchasing  
  - return type: void  
  - access level: public
* **public void viewSeat()**- opens a ticket file, where the names of the person occupying the seat are stored.  
  - return type: void  
  - access level: public
* **public void goodbye()**- goodbye screen that displays code author information  
  - return type: void  
  - access level: public
* **private String current(char row, int column)**  
  - returns the name of the person who is occupying the seat  
  - return type: String  
  - access level: private  
  - parameters: char row represents the row letter, int column represents the column number
* **private double priceTotal(double currSum, double newSum)**- returns the total price once the user selects their seats  
  - return type: double  
  - access level: private  
  - parameters: double currSum represents the current price of tickets purchased, double newSum represents the added price

**List of Instance Variables**

|  |  |  |
| --- | --- | --- |
| **Type** | **Name** | **Purpose** |
| String | fileName | To store the name of the file |
| static char | choice | To store user choice in menus |
| double [] [] | prices | To store the prices of the seats |
| boolean [] [] | occupiedCheck | To see if the seat is occupied |
| double | currentPrice | Stores the current total cost to user |
| int | colN | Stores the column number |
| char | rowC | Stores the row letter |
| int | currentAvailable | Stores the number of seats remaining in the theatre |
| Font | f | To store the font used for the splash screen |
| Font | f1 | To store the font used for the legend |
| Font | f2 | To store the font used for the xy coordinates |