

```
// Cooper Kelley (clk200002)
```

```
// pseudocode for project 3: updated ticket reservation systems
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```
// objectives of this lab:
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```
// 1) create and manipulate a linked list of linked lists
```

```
// 2) utilize classes to create a basic data structure
```

```
// auditorium class
```

```
generic auditorium class {
```

```
    // members:
```

```
    generic node first      // acts as head pointer
```

```
    // default constructor
```

```
    auditorium() {
```

```
        first = null;
```

```
    }
```

```
    // mutator
```

```
    void setFirst(generic type newFirst) { first = newFirst; }
```

```
    // accessor:
```

```
    generic node getFirst() { return first; }
```

```
}
```

```
// seat class
```

```
seat class {
```

```
    // members:
```

```
    int row;
```

```
    char seat;
```

```

char tType;

// default constructor
seat() {
    row = 0;
    seat = "";
    tType = "";
}

// overloaded constructor
seat(int r, char s, char tT) {
    row = r;
    seat = s;
    tType = tT;
}

// mutators
void setRow(int r) {row = s;}
void setSeat(char s) {seat = s;}
void setType(char tT) {tType = tT;}

// accessors
int getRow() {return row;}
char getSeat() {retrun seat;}
char getType() {return type;}
}

// node class
generic class node {

```

```

// members:

generic node next;

generic node down;

generic node prev;

generic payload;


// default constructor
node() {
    next = null;

    down = null;

    prev = null;

    payload = null;
}


// overloaded constructor
node(node n, node d, node pr, generic pl) {
    next = n;

    down = d;

    prev = pr;

    payload = pl;
}


// mutators

void setNext(node n) {next = n;}

void setDown(node d) {down = d;}

void setPrev(node pr) {prev = pr;}

void setPayload(generic pl) {payload = pl;}


// accessors

generic node getNext() {return next;}

```

```

        generic node getDown() {return down;}

        generic node getPrev() {return prev;}

        generic payload() {return payload;}
    }

// input validation

// how to implement the best available seats

// a list of at least 10 test cases you will check during testing
//         specific input is not necessary
//         describe what you are testing

// main:
main () {
    create an auditorium object
    read file into object
    determine if seats are available:
        reserve if available
        determine if number of seats requested is available in a row
            if not, calculate the closest seat using euclidian distance
    wrtie the report to console
    write the auditorium object to an output file

}

}

```