Visualised some of the tests i wrote.

1= reserved seat

public void CalculateSeatedFamlies_ForGivenSeatingCOnfig_Returns4Famlies()

												Max Famlies
	1	0	1	0	0	0	0	0	0	0		2
	0	0	0	0	0	1	0	0	0	0		2

public void CalculateSeatedFamlies_ForGivenSeatingCOnfig_Returns12()

	a0	b1	C2	D3	E4	F5	G6	H7	i8	j9		Max Famlies
1	1	0	0	1	1	0	0	0	0	0		1
2	0	0	1	0	0	0	1	1	0	1		1
3	0	0	0	1	0	0	0	0	0	0		3
4	1	0	0	0	0	0	0	0	0	1		1
5	0	0	0	1	0	0	0	0	0	0		3
6	0	0	0	0	1	1	0	0	0	1		1
7	0	0	0	0	0	1	0	0	0	1		1
8	1	1	1	1	0	0	0	0	0	1		1

public void CalculateSeatedFamlies_ForGivenSeatingCOnfig_Returns215()

												Max Famlies
1	1	0	0	0	0	0	0	0	0	0		2
2	0	1	0	0	0	0	0	0	0	0		2
3	0	0	1	0	0	0	0	0	0	0		3
4	0	0	0	0	0	0	0	0	0	0		3
5	1	0	0	0	0	0	0	0	0	0		2
6	0	0	0	0	0	0	0	0	0	0		3
7	0	0	0	0	0	0	0	0	0	0		3
8	0	0	0	0	0	0	0	0	0	0		3
9	0	0	0	0	0	0	0	0	0	0		3
10	0	0	0	0	0	0	0	0	0	0		3
11	0	0	0	0	0	0	0	0	0	0		3
12	0	0	0	0	0	0	0	0	0	0		3
13	0	0	0	0	0	0	0	0	0	0		3
14	0	0	0	0	0	0	0	0	0	0		3
15	0	0	0	0	0	0	0	0	0	0		3
16	0	0	0	0	0	0	0	0	0	0		3
17	0	0	0	0	0	0	0	0	0	0		3
18	0	0	0	0	0	0	0	0	0	0		3
19	0	0	0	0	0	0	0	0	0	0		3
20	0	0	0	0	0	0	0	0	0	0		3
21	0	0	0	0	0	0	0	0	0	0		3
22	0	0	0	0	0	0	0	0	0	0		3
23	0	0	0	0	0	0	0	0	0	0		3
24	0	0	0	0	0	0	0	0	0	0		3
25	0	0	0	0	0	0	0	0	0	0		3

26	0	0	0		0	0	0	0		0	0	0		3
27	0	0	0		0	0	0	0		0	0	0		3
28	0	0	0		0	0	0	0		0	0	0		3
29	0	0	0		0	0	0	0		0	0	0		3
30	0	0	0		0	0	0	0		0	0	0		3
31	0	0	0		0	0	0	0		0	0	0		3
32	0	0	0		0	0	0	0		0	0	0		3
33	0	0	0		0	0	0	0		0	0	0		3
34	0	0	0		0	0	0	0		0	0	0		3
35	0	0	0		0	0	0	0		0	0	0		3
36	0	0	0		0	0	0	0		0	0	0		3
37	0	0	0		0	0	0	0		0	0	0		3
38	0	0	0		0	0	0	0		0	0	0		3
39	0	0	0		0	0	0	0		0	0	0		3
40	0	0	0		0	1	0	0		0	0	0		2
														116