D'MOV1E SEBAGAI APLIKASI MANAJEMEN TIKET BIOSKOP BERBASIS DESKTOP

Diajukan Sebagai Tugas Mata Kuliah Struktur Data



Anggota Kelompok:

1. Putu Widyantara Artanta Wibawa (2108561005)

2. Putu Putri Pratiwi (2108561010)

3. Gede Krisnawa Sandhya Wandhana (2108561017)

PRODI INFORMATIKA FAKULTAS MATEMATIKA DAN ILMU PENGETAHUAN ALAM UNIVERSITAS UDAYANA BUKIT JIMBARAN

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BAB I

PENDAHULUAN

1.1 Latar Belakang

Bioskop merupakan tempat yang mempertunjukkan film untuk dinikmati oleh masyarakat publik. Walaupun perkembangan teknologi kian pesat dimana masyarakat saat ini dapat menikmati sebuah film melalui siaran televisi maupun laptop atau *handphone* secara online, keberadaan bioskop masih banyak diminati. Bahkan penjualan tiket bioskop kerap meningkat pesat ketika dirilisnya suatu film baru atau ketika musim liburan tiba.

Untuk menikmati film dalam bioskop, pelanggan diharuskan membeli tiket di loket bioskop yang akan dituju. Dalam pembelian tiket, pelanggan diharuskan mengantri. Selanjutnya pelanggan dapat memilih film, jadwal tayang, dan tempat duduk yang tersedia, pelanggan melakukan pembayaran langsung pada loket bioskop. Namun proses pembelian pada bioskop ini sering menimbulkan permasalahan seperti antrian panjang pada loket sehingga mengakibatkan pembatalan tiket karena jam tayang yang terlewat. Selain itu karena antrian yang panjang, tidak sedikit pula pelanggan yang kehabisan tiket sehingga tidak bisa menikmati film. Pandemi Covid-19 juga turut andil dalam permasalahan pada bioskop. Pihak bioskop harus membatasi jumlah pengunjung untuk meminimalisir penularan virus Covid-19. Hal tersebut menyebabkan pelanggan menjadi kesulitan dalam membeli tiket di bioskop.

Dari permasalahan tersebut, diperlukan solusi berupa pembelian tiket bioskop via *online* melalui suatu aplikasi agar pelanggan dapat membeli tiket bioskop dengan nyaman tanpa adanya antrian panjang pada loket bioskop, ketinggalan jam tayang, dan meminimalisir kerumunan pada bioskop di tengah pandemic Covid-19. Oleh karena itu, diperlukan sebuah aplikasi yang mampu untuk melakukan manajemen pembelian tiket di bioskop, sehingga proses pembelian tiket, pemilihan kursi, dan pembayaran dapat berlangsung dengan mudah.

1.2 Rumusan Masalah

Berdasarkan latar belakang diatas, dapat ditarik rumusan masalah sebagai berikut:

- 1. Bagaimana aplikasi manajemen pembelian tiket bioskop tersebut dibuat?
- 2. Bagaimana tampilan dari aplikasi manajemen pembelian tiket bioskop tersebut?

1.3 Tujuan

Adapun tujuan dibuatnya aplikasi ini selain memenuhi tugas akhir mata kuliah Struktur Data adalah untuk menciptakan suatu solusi dari permasalahan pembelian tiket bioskop secara langsung.

1.4 Manfaat

Pembuatan aplikasi ini akan memberikan manfaat kepada pelanggan maupun pihak bioskop karena proses pemesanan tiket ini bersifat praktis dan tidak menimbulkan antrian panjang pada bioskop.

BAB II

ANALISIS DAN RANCANGAN

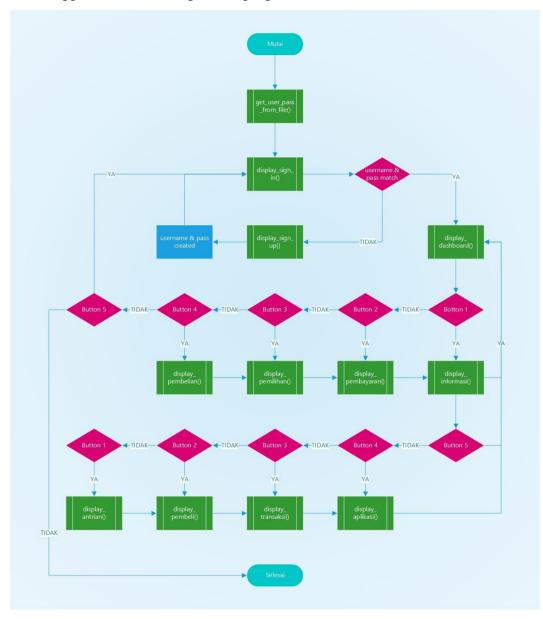
2.1 Algoritma

Berdasarkan permasalahan yang ada, dapat dianalisis dan dibuatkan sebuah alur algoritma pemecahan masalah.

- 1. Masukkan username dan password
- 2. Jika username dan password sesuai maka masuk ke dashboard
 - 2.1 Jika tidak buat username dan password baru
- 3. Masuk ke menu pembelian
- 4. Masukkan nama pembeli, jumlah tiket, nama film, dan waktu film
- 5. Jika seluruh informasi telah sesuai masuk ke menu pemilihan
 - 5.1 Jika tidak tampilkan pesan error
- 6. Pilih kursi sesuai dengan jumlah tiket yang dipesan
- 7. Jika seluruh pilihan kursi telah sesuai masuk ke menu pembayaran
 - 7.1 Jika tidak tampilkan pesan error
- 8. Masukkan jumlah uang yang dibayar
- Jika jumlah uang yang dibayar telah sesuai maka konfirmasi pembayaran
 Jika tidak tampilkan pesan error
- 10. Masuk ke menu informasi
- 11. Masuk ke menu informasi antrian untuk melihat antrian pemilihan kursi dan antrian pembayaran
- 12. Masuk ke menu informasi pembeli untuk melihat pembeli terbaik
- 13. Masuk ke menu informasi transaksi untuk melihat transaksi terakhir
- 14. Masuk ke menu informasi aplikasi untuk melihat informasi tentang aplikasi

2.2 Rancangan

Berdasarkan analisis pemecahan masalah dengan alur algoritma yang sudah ada, dapat dibuat sebuah *flowchart* atau diagram alir yang menggambarkan rancangan dari program.



BAB III

IMPLEMENTASI DAN HASIL CAPTURE

3.1 Implementasi

Berikut adalah implementasi dari flowchart atau diagram alir program manajemen tiket bioskop ke dalam source code bahasa pemrograman C. Source code langkap dapat diakses pada: https://github.com/putuwaw/d-mov1e

```
main.c
#include "lib/d_movle.h"

int main() {
    get_user_pass_from_file();
    display_sign_in();
    return 0;
}
```

```
d_mov1e.c
```

```
#include "d mov1e.h"
// LINKED LIST
UserInfo *User, *Head;
Queue *qUser, *qFront, *qFrontPay;;
Stack *sChair, *sTop, *sTopChair;
// BST
BST *bRoot, *bNode;
char FilmChair[16][3] ={
    "A1","A2","A3","A4",
"B1","B2","B3","B4",
"C1","C2", "C3", "C4",
"D1", "D2", "D3", "D4"
};
char FilmName[4][50] = {
    "KKN Desa Penari",
    "The Throne",
    "Ready Player One",
    "Stand by Me Doraemon 2"
char FilmTime[4][3][20] = {
         "08.00-10.00",
         "10.00-12.00",
         "13.30-15.30"
         "08.30-10.00",
         "11.30-13.00",
         "13.00-14.30"
         "10.30-11.30",
```

```
"11.30-12.30",
        "12.30-13.30"
    },
        "09.00-10.30",
        "10.00-11.30",
        "12.00-13.30"
};
char StudioTime[3][4][20] = {
        "08.00-10.00",
        "10.00-12.00",
        "12.00-13.30",
        "13.30-15.30"
        "08.30-10.00",
        "10.00-11.30",
        "11.30-13.00",
        "13.00-14.30"
    },
        "09.00-10.30",
        "10.30-11.30",
        "11.30-12.30",
        "12.30-13.30"
    }
};
char StudioChair[3][4][16];
int TicketPrice[4] = \{80000, 60000, 65000, 70000\};
int AvailableChair[3][4];
int MoneyCurrency[7] = {100000, 50000, 20000, 10000, 5000, 2000, 1000};
bool admitLogin;
void reset string(char *str, int len) {
    for (i = 0; i < len; i++) {
        str[i] = ' \0';
void display info dialog(const gchar *info, GtkWidget *window) {
    GtkWidget *dialog;
    dialog = gtk_message_dialog_new(GTK_WINDOW(window),
            GTK_DIALOG_DESTROY_WITH_PARENT,
            GTK MESSAGE INFO,
GTK BUTTONS OK,
            info);
    gtk_widget_set_name(dialog, "infoDialog");
    gtk window set title(GTK WINDOW(dialog), "Information");
    gtk_dialog_run(GTK_DIALOG(dialog));
gtk_widget_destroy(dialog);
void display error dialog(const gchar *error, GtkWidget *window){
    GtkWidget *dialog;
    dialog = gtk_message_dialog_new(GTK_WINDOW(window),
            GTK_DIALOG_DESTROY_WITH_PARENT,
            GTK MESSAGE ERROR,
            GTK BUTTONS OK,
            error);
    gtk_widget_set_name(dialog, "errorDialog");
    gtk window set title(GTK WINDOW(dialog), "Error");
```

```
gtk_dialog_run(GTK DIALOG(dialog));
    gtk widget destroy(dialog);
void display warn dialog(const gchar *warn, GtkWidget *window){
    GtkWidget *dialog;
    dialog = gtk_message_dialog_new(GTK_WINDOW(window),
            GTK DIALOG_DESTROY_WITH_PARENT,
             GTK_MESSAGE_ERROR,
            GTK_BUTTONS_YES_NO,
            warn);
    gtk_widget_set_name(dialog, "warnDialog");
    gtk window set title(GTK WINDOW(dialog), "Warning");
    gtk_window_bet_tree(clik_minbow(dial
gtk_dialog_run(GTK_DIALOG(dialog));
gtk_widget_destroy(dialog);
void get user pass from file() {
    char compUsr[100], compPwd[100];
    reset_string(compUsr, 100);
    reset_string(compPwd, 100);
    Head = NULL;
    FILE *f;
    f = fopen("data/user pass data.txt", "r");
    char ch;
    int idx = 1, counter = 0;
    while(!feof(f)){
        ch = fgetc(f);
        if (ch == '|') {
            counter = 0;
            idx = 2;
        else if (ch == '\n'){
            User = malloc(sizeof(UserInfo));
            strcpy(User->Username, compUsr);
             strcpy(User->Password, compPwd);
            User->Next = NULL;
             if (Head == NULL) {
                 Head = User;
             else{
                 UserInfo *prev;
                 prev = Head;
                 while(prev->Next != NULL) {
                    prev = prev->Next;
                 prev->Next = User;
             // RESET
             reset_string(compUsr, 100);
             reset string(compPwd, 100);
            counter = 0;
            idx = 1;
        else{
             if (idx == 1){
                 compUsr[counter] = ch;
                 counter++;
             else if(idx == 2){
                 compPwd[counter] = ch;
                 counter++;
    fclose(f);
char* do password hash(char *password) {
```

```
static char result[100];
    reset string(result, 100);
    SHA256 CTX context;
    unsigned char md[SHA256 DIGEST LENGTH];
    SHA256_Init(&context);
    SHA256 Update (&context, (unsigned char *) password, sizeof (password));
    SHA256 Final (md, &context);
    int i = 0;
    while (md[i] != '\0') {
         int temp = md[i];
         int modTemp = temp % 16;
         if (modTemp < 10) {
             result[i] = modTemp + '0';
         else{
             modTemp -= 10;
             result[i] = modTemp + 'a';
         i++;
    return result;
char *timeToStr(struct tm *timeInfo) {
   static const char weekDay[][10] = {
   "Minggu", "Senin", "Selasa", "Rabu", "Kamis", "Jumat", "Sabtu"};
    static const char monthDay[][15] = {
    "Januari", "Februari", "Maret", "April", "Mei", "Juni",
    "Juli", "Agustus", "September", "Oktober", "November", "Desember"};
    static char timeResult[100];
    reset string(timeResult, 100);
    sprintf(timeResult, "%.2d:%.2d:%.2d - %s, %d %s %d",
             timeInfo->tm hour,
             timeInfo->tm min,
             timeInfo->tm_sec,
             weekDay[timeInfo->tm wday],
             timeInfo->tm mday,
             monthDay[timeInfo->tm mon],
             1900 + timeInfo->tm_year);
    return timeResult;
```

sign_in.c

```
#include "sign in.h"
// WINDOW
GtkWidget *windowSignIn;
// INPUT
GtkWidget *entryUsernameSignIn;
GtkWidget *entryPasswordSignIn;
void check login(){
    char pass[100], username[100], passHashing[100];
    reset_string(pass, 100);
    reset_string(username, 100);
    reset string(passHashing, 100);
    const gchar *gtextUsername =
gtk_entry_get_text(GTK_ENTRY(entryUsernameSignIn));
    const gchar *gtextPass = gtk_entry_get_text(GTK_ENTRY(entryPasswordSignIn));
sprintf(username, "%s", gtextUsername);
sprintf(pass, "%s", gtextPass);
    strcpy(passHashing, pass);
    strcpy(passHashing, do password hash(passHashing));
    // CHECK
```

```
admitLogin = false;
   UserInfo *temp = Head;
   while (temp != NULL) {
       if (strcmp(username, temp->Username) == 0 && strcmp(passHashing, temp-
>Password) == 0){
           admitLogin = true;
           break;
        temp = temp->Next;
   if (admitLogin) {
        display_info_dialog("Login Berhasil!", windowSignIn);
        display dashboard (windowSignIn);
   else{
       display error dialog("Username atau Password Salah!", windowSignIn);
void display sign in(){
    // WIDGET
   GtkWidget *layoutSignIn;
   GtkWidget *bgSignIn;
    // TCON
   GdkPixbuf *iconSignIn;
   // BUTTON
   GtkWidget *buttonSignIn;
   GtkWidget *buttonSignUp;
   // LABEL
   GtkWidget *labelTitle;
   GtkWidget *labelContent;
   GtkWidget *labelUsername;
   GtkWidget *labelPassword;
   GtkWidget *labelNewAccount;
   gtk init(NULL, NULL);
   // WINDOW
   windowSignIn = gtk_window_new(GTK_WINDOW_TOPLEVEL);
   gtk window set title(GTK WINDOW(windowSignIn), "D'MOV1E");
   gtk window set default size (GTK WINDOW (windowSignIn), 1280, 720);
   gtk_window_set_position(GTK WINDOW(windowSignIn), GTK WIN POS CENTER);
    // LAYOUT
   layoutSignIn = gtk layout new(NULL, NULL);
   gtk container add(GTK CONTAINER (windowSignIn), layoutSignIn);
   iconSignIn = gdk pixbuf new from file("src/image/icon.png", NULL);
   gtk window set icon(GTK WINDOW(windowSignIn), iconSignIn);
    // BACKGROUND
   bgSignIn = gtk_image_new_from_file("src/image/login.png");
   gtk layout put(GTK LAYOUT(layoutSignIn), bgSignIn, 0, 0);
   labelTitle = gtk label new("Welcome to D'MOV1E");
   gtk layout put (GTK LAYOUT (layout SignIn), labelTitle, 900, 100);
   gtk_widget_set_name(labelTitle, "labelTitle");
   labelContent = gtk label new("Sign In");
   gtk layout put(GTK LAYOUT(layoutSignIn), labelContent, 900, 150);
   gtk widget set name(labelContent, "labelContent");
   labelNewAccount = gtk_label_new("Belum punya akun?");
   gtk layout put(GTK LAYOUT(layoutSignIn), labelNewAccount, 900, 500);
```

```
labelUsername = gtk label new("Username");
    gtk layout put(GTK LAYOUT(layoutSignIn), labelUsername, 900, 270);
    labelPassword = gtk label new("Password");
    gtk layout put(GTK LAYOUT(layoutSignIn), labelPassword, 900, 355);
    // ENTRY
    entryUsernameSignIn = gtk entry new();
    gtk widget set size request(entryUsernameSignIn, 250, 40);
    gtk layout put (GTK LAYOUT (layoutSignIn), entryUsernameSignIn, 900, 300);
    entryPasswordSignIn = gtk entry new();
    gtk widget set size request(entryPasswordSignIn, 250, 40);
    gtk layout put (GTK LAYOUT (layoutSignIn), entryPasswordSignIn, 900, 390);
    gtk_entry_set_visibility(GTK_ENTRY(entryPasswordSignIn), false); // password
hidden
    gtk widget set name(entryPasswordSignIn, "entryPassSignIn");
    // BUTTON
    buttonSignIn = gtk button new with label("Login");
    gtk layout put(GTK LAYOUT(layoutSignIn), buttonSignIn, 900, 450);
    buttonSignUp = gtk button new with label("Buat Akun");
    gtk layout put (GTK LAYOUT (layoutSignIn), buttonSignUp, 1070, 495);
    // CSS
    GdkDisplay *display;
    display = gdk_display_get_default();
    GdkScreen *screen;
    screen = gdk display get default screen(display);
    GtkCssProvider *css = gtk css provider new();
    gtk_css_provider_load_from_path(css, "src/css/sign_in.css", NULL);
gtk_style_context_add_provider_for_screen(screen, GTK_STYLE_PROVIDER(css),
GTK STYLE PROVIDER PRIORITY APPLICATION);
    // DISPLAY
    gtk widget show all(windowSignIn);
    // SIGNAL
    g_signal_connect(windowSignIn, "destroy", G_CALLBACK(gtk_main_quit), NULL);
g_signal_connect(buttonSignUp, "clicked",
G_CALLBACK(handle_display_sign_up), windowSignIn);
g_signal_connect(buttonSignIn, "clicked", G_CALLBACK(check_login), NULL);
    gtk main();
void handle_display_sign_in(GtkWidget *widget, GtkWidget *window){
    gtk window close(GTK WINDOW(window));
    display sign in();
```

sign up.c

```
#include "sign_up.h"
// WIDGET
GtkWidget *windowSignUp;
// INPUT
GtkWidget *entryUsernameSignUp;
GtkWidget *entryPasswordSignUp;
GtkWidget *entryRepeatPass;
bool search_exist_acc(char *user, char *hash) {
    UserInfo *temp;
    temp = Head;
    while(temp != NULL) {
        if(strcmp(temp->Username, user) == 0 && strcmp(temp->Password, hash) ==
0){
            return true;
```

```
temp = temp->Next;
    return false:
void create new acc(){
    char pass[100], passRepeat[100], passHashing[100], username[100];
    // RESET
    reset string(pass, 100);
    reset_string(passRepeat, 100);
    reset_string(username, 100);
    reset_string(passHashing, 100);
    const gchar *gtextPass = gtk_entry_get_text(GTK_ENTRY(entryPasswordSignUp));
const gchar *gtextPassRepeat =
gtk_entry_get_text(GTK_ENTRY(entryRepeatPass));
    const gchar *gtextUsername =
gtk entry get text(GTK ENTRY(entryUsernameSignUp));
    sprintf(pass, "%s", gtextPass);
sprintf(passRepeat, "%s", gtextPassRepeat);
sprintf(username, "%s", gtextUsername);
    strcpy(passHashing, pass);
    strcpy(passHashing, do password hash(passHashing));
    bool isFound;
    isFound = search exist acc(username, passHashing);
    if (strcmp(pass, "") == 0 || strcmp(username, "") == 0 ){
        display error dialog("Username dan Password Harus Diisi!",
windowSignUp);
    else if(strcmp(pass, passRepeat) != 0){
        display error dialog("Password Tidak Sama!", windowSignUp);
    else if(isFound){
        display error dialog("Akun Sudah Ada!", windowSignUp);
    else{
        // FILE OPERATION
        FILE *f;
        f = fopen("data/user_pass_data.txt", "a");
        fprintf(f, "%s|%s\n", username, passHashing);
        fclose(f);
        User = malloc(sizeof(UserInfo));
         strcpy(User->Username, username);
        strcpy(User->Password, passHashing);
        User->Next = NULL;
        if (Head == NULL) {
             Head = User;
        else{
             UserInfo *prev;
             prev = Head;
             while(prev->Next != NULL) {
                 prev = prev->Next;
             prev->Next = User;
        // RESET INPUT
        gtk_entry_set_text(GTK_ENTRY(entryUsernameSignUp), "");
gtk_entry_set_text(GTK_ENTRY(entryPasswordSignUp), "");
        gtk entry set text(GTK ENTRY(entryRepeatPass), "");
         // DISPLAY SUCCESS
        display_info_dialog("Akun Berhasi Dibuat!", windowSignUp);
    // RESET
    reset string(pass, 100);
```

```
reset string(passRepeat, 100);
   reset string(username, 100);
    reset string(passHashing, 100);
void display sign up(){
    // WIDGET
   GtkWidget *layoutSignUp;
   GtkWidget *bgSignUp;
   // LABEL
   GtkWidget *labelUsername;
   GtkWidget *labelPassword;
   GtkWidget *labelRepeatPass;
   GtkWidget *labelAlreadyAcc;
   // BUTTON
   GtkWidget *buttonCreateNewAcc;
   GtkWidget *buttonBackToLogin;
    // ICON
   GdkPixbuf *iconSignUp;
   gtk init(NULL, NULL);
    // WINDOW
   windowSignUp = gtk window new(GTK WINDOW TOPLEVEL);
   gtk window set title(GTK WINDOW(windowSignUp), "SIGN UP");
   qtk window set default_size(GTK_WINDOW(windowSignUp), 1280, 720);
   gtk window set position (GTK WINDOW (windowSignUp), GTK WIN POS CENTER);
    // LAYOUT
   layoutSignUp = gtk layout new(NULL, NULL);
   gtk_container_add(GTK_CONTAINER (windowSignUp), layoutSignUp);
   iconSignUp = qdk pixbuf new from file("src/image/icon.png", NULL);
   gtk_window_set_icon(GTK_WINDOW(windowSignUp), iconSignUp);
    // BACKGROUND
   bgSignUp = gtk image new from file("src/image/new account.png");
   gtk layout put(GTK LAYOUT(layoutSignUp), bgSignUp, 0, 0);
    // LABEL
   labelUsername = gtk label new("Username");
   gtk layout put(GTK LAYOUT(layoutSignUp), labelUsername, 200, 172);
   labelPassword = gtk label new("Password");
   gtk layout put(GTK LAYOUT(layoutSignUp), labelPassword, 200, 258);
   labelRepeatPass = gtk_label_new("Ulangi Password");
   gtk layout put(GTK LAYOUT(layoutSignUp), labelRepeatPass, 200, 344);
   // ENTRY
   entryUsernameSignUp = gtk entry new();
   gtk_widget_set_size_request(entryUsernameSignUp, 250, 40);
   gtk layout put (GTK LAYOUT (layoutSignUp), entryUsernameSignUp, 200, 210);
   entryPasswordSignUp = gtk_entry_new();
   gtk widget set size request(entryPasswordSignUp, 250, 40);
   gtk layout put (GTK LAYOUT (layoutSignUp), entryPasswordSignUp, 200, 290);
   gtk entry set visibility(GTK ENTRY(entryPasswordSignUp), false); // password
hidden
    entryRepeatPass = gtk entry new();
    gtk widget set size request(entryRepeatPass, 250, 40);
   qtk layout put (GTK LAYOUT (layoutSignUp), entryRepeatPass, 200, 380);
   gtk_entry_set_visibility(GTK_ENTRY(entryRepeatPass), false); // password
hidden
    labelAlreadyAcc = gtk label new("Sudah punya akun?");
```

```
gtk layout put(GTK LAYOUT(layoutSignUp), labelAlreadyAcc, 200, 500);
    // BUTTON
   buttonCreateNewAcc = gtk button new with label("Daftar");
   gtk layout put(GTK LAYOUT(layoutSignUp), buttonCreateNewAcc, 200, 440);
   buttonBackToLogin = gtk button new with label("Login");
   gtk layout put(GTK LAYOUT(layoutSignUp), buttonBackToLogin, 375, 495);
   GdkDisplay *display;
   display = gdk_display_get_default();
    GdkScreen *screen;
    screen = gdk_display_get_default_screen(display);
   GtkCssProvider *css = gtk_css_provider_new();
    gtk_css_provider_load_from_path(css, "src/css/sign_up.css", NULL);
    gtk style context add provider for screen (screen, GTK STYLE PROVIDER (css),
GTK STYLE PROVIDER PRIORITY APPLICATION);
    // DISPLAY
   gtk_widget_show_all(windowSignUp);
    // SIGNAL
   g_signal_connect(windowSignUp, "destroy", G CALLBACK(gtk main quit), NULL);
    g signal connect(buttonBackToLogin, "clicked",
G CALLBACK(handle display sign in), windowSignUp);
   g signal connect(buttonCreateNewAcc, "clicked", G CALLBACK(create new acc),
NULL);
   gtk main();
void handle_display_sign_up(GtkWidget *widget, GtkWidget *window){
    gtk_window_close(GTK_WINDOW(window));
    display sign up();
```

dashboard.c

```
#include "dashboard.h"
void open_website(GtkWidget *widget, GtkWidget *window){
    if (g_strcmp0(gtk_widget_get_name(widget), "trailer1") == 0){
        gtk show uri on window(NULL, "https://www.youtube.com/watch?v=jtDRXPTZT-
M", GDK CURRENT TIME, NULL);
    else if (g_strcmp0(gtk_widget_get_name(widget), "trailer2") == 0){
        gtk show uri on window (NULL,
"https://www.youtube.com/watch?v=06pl59umDlw", GDK CURRENT TIME, NULL);
    else if (g_strcmp0(gtk_widget_get_name(widget), "trailer3") == 0){
        gtk_show_uri_on_window(NULL,
"https://www.youtube.com/watch?v=cSp1dM2Vj48", GDK CURRENT TIME, NULL);
    else if (g_strcmp0(gtk_widget_get_name(widget), "trailer4") == 0){
        gtk show uri on window(NULL,
"https://www.youtube.com/watch?v=ZjIquMdpsSA&t=5s", GDK CURRENT TIME, NULL);
void display dashboard(GtkWidget *window) {
    gtk window close(GTK WINDOW(window));
    // WIDGET
    GtkWidget *windowDashboard;
    GtkWidget *layoutDashboard;
    GtkWidget *bgDashboard;
    // LABEL
    GtkWidget *labelTitle;
    GtkWidget *labelPlaying;
```

```
// BUTTON
GtkWidget *buttonDashtoLogin;
GtkWidget *buttonPembelian;
GtkWidget *buttonPemilihanKursi;
GtkWidget *buttonPembayaran;
GtkWidget *buttonInformasi;
GtkWidget *buttonTrailerFilm1;
GtkWidget *buttonTrailerFilm2;
GtkWidget *buttonTrailerFilm3;
GtkWidget *buttonTrailerFilm4;
// TCON
GdkPixbuf *iconDashboard;
gtk init(NULL, NULL);
// WINDOW
windowDashboard = gtk window new(GTK WINDOW TOPLEVEL);
gtk_window_set_title(GTK_WINDOW(windowDashboard), "Dashboard D'MOV1E");
gtk_window_set_default_size(GTK_WINDOW(windowDashboard), 1280, 720);
gtk window set position (GTK WINDOW (windowDashboard), GTK WIN POS CENTER);
// LAYOUT
layoutDashboard = gtk layout new(NULL, NULL);
gtk container add(GTK CONTAINER (windowDashboard), layoutDashboard);
iconDashboard = gdk pixbuf new from file("src/image/icon.png", NULL);
gtk window set icon (GTK WINDOW (windowDashboard), iconDashboard);
// BACKGROUND
bgDashboard = gtk image new from file("src/image/dashboard.png");
gtk layout put(GTK LAYOUT(layoutDashboard), bgDashboard, 0, 0);
labelTitle = gtk label new("Dashboard");
gtk layout put (GTK LAYOUT (layoutDashboard), labelTitle, 270, 50);
gtk widget set name(labelTitle, "labelTitle");
labelPlaying = gtk label new("Playing Now!");
gtk_layout_put(GTK_LAYOUT(layoutDashboard), labelPlaying, 880, 50);
gtk widget set name(labelPlaying, "labelPlaying");
// BUTTON
buttonDashtoLogin = gtk button new with label("Logout");
gtk_layout_put(GTK_LAYOUT(layoutDashboard), buttonDashtoLogin, 140, 565);
gtk widget set size request(buttonDashtoLogin, 400, 75);
buttonPembelian = gtk button new with label("Pembelian");
gtk layout put(GTK LAYOUT(layoutDashboard), buttonPembelian, 140, 165);
gtk widget set size request (buttonPembelian, 400, 75);
buttonPemilihanKursi = gtk_button_new_with_label("Pemilihan Kursi");
gtk_layout_put(GTK_LAYOUT(layoutDashboard), buttonPemilihanKursi, 140, 265);
gtk widget set size request (buttonPemilihanKursi, 400, 75);
buttonPembayaran = gtk button new with label("Pembayaran");
gtk_layout_put(GTK_LAYOUT(layoutDashboard), buttonPembayaran, 140, 365);
gtk widget set size request(buttonPembayaran, 400, 75);
buttonInformasi = gtk_button_new_with_label("Informasi");
gtk_layout_put(GTK_LAYOUT(layoutDashboard), buttonInformasi, 140, 465);
gtk widget set size request (buttonInformasi, 400, 75);
// FILM POSTER
buttonTrailerFilm1 = gtk_button_new_with_label("");
gtk layout put (GTK LAYOUT (layout Dashboard), button Trailer Film 1, 800, 170);
gtk widget set name(buttonTrailerFilm1, "trailer1");
```

```
gtk widget set size request(buttonTrailerFilm1, 141, 210);
   buttonTrailerFilm2 = gtk button new with label("");
    gtk layout put(GTK LAYOUT(layoutDashboard), buttonTrailerFilm2, 980, 170);
    gtk widget set name(buttonTrailerFilm2, "trailer2");
   gtk widget set size request(buttonTrailerFilm2, 141, 210);
   buttonTrailerFilm3 = gtk button new with label("");
    gtk layout put (GTK LAYOUT (layoutDashboard), buttonTrailerFilm3, 800, 425);
    gtk_widget_set_name(buttonTrailerFilm3, "trailer3");
    gtk_widget_set_size_request(buttonTrailerFilm3, 141, 210);
    buttonTrailerFilm4 = gtk button new with label("");
    gtk layout put (GTK LAYOUT (layoutDashboard), buttonTrailerFilm4, 980, 425);
    gtk_widget_set_name(buttonTrailerFilm4, "trailer4");
    gtk widget set size request(buttonTrailerFilm4, 141, 210);
   GdkDisplay *display;
    display = gdk display get default();
    GdkScreen *screen;
    screen = gdk display get default screen(display);
   GtkCssProvider *css = gtk_css_provider_new();
gtk_css_provider_load_from_path(css, "src/css/dashboard.css", NULL);
    gtk style context add provider for screen(screen, GTK STYLE PROVIDER(css),
GTK STYLE PROVIDER PRIORITY APPLICATION);
    // DISPLAY
   gtk_widget_show_all(windowDashboard);
   g signal connect(windowDashboard, "destroy", G CALLBACK(gtk main quit),
NULL);
    g signal connect(buttonDashtoLogin, "clicked",
G CALLBACK (handle display sign in), windowDashboard);
    g signal connect (buttonPembelian, "clicked",
G_CALLBACK(handle_display_dashboard_pembelian), windowDashboard);
    g signal connect (buttonPemilihanKursi, "clicked",
G CALLBACK(handle display dashboard pemilihan kursi), windowDashboard);
    g_signal_connect(buttonPembayaran, "clicked",
G_CALLBACK(handle_display_dashboard_pembayaran), windowDashboard);
    g signal connect(buttonInformasi, "clicked",
G CALLBACK (handle display dashboard informasi), windowDashboard);
    // TRAILER SIGNAL
    g_signal_connect(buttonTrailerFilm1, "clicked", G CALLBACK(open website),
windowDashboard);
    g signal connect(buttonTrailerFilm2, "clicked", G CALLBACK(open website),
windowDashboard);
    g signal connect(buttonTrailerFilm3, "clicked", G CALLBACK(open website),
windowDashboard);
    g_signal_connect(buttonTrailerFilm4, "clicked", G_CALLBACK(open_website),
windowDashboard);
    gtk main();
void handle display dashboard(GtkWidget *widget, GtkWidget *window){
    display dashboard(window);
```

dashboard_informasi.c

```
#include "dashboard_informasi.h"

void display_dashboard_informasi() {
    // WIDGET
    GtkWidget *windowDashInformasi;
    GtkWidget *layoutDashInformasi;
    GtkWidget *bgDashInformasi;
    // BUTTON
    GtkWidget *buttonAbout;
```

```
GtkWidget *buttonInfoOueue;
   GtkWidget *buttonHighTransaction;
   GtkWidget *buttonTransactionHistory;
   GtkWidget *buttonToDash;
   GtkWidget *labelTitle;
    // TCON
   GdkPixbuf *iconDashInformasi;
   gtk init(NULL, NULL);
    // WINDOW
   windowDashInformasi = gtk window new(GTK WINDOW TOPLEVEL);
   gtk_window_set_title(GTK_WINDOW(windowDashInformasi), "Informasi");
   gtk_window_set_default_size(GTK_WINDOW(windowDashInformasi), 1280, 720);
    gtk window set position (GTK WINDOW (windowDashInformasi),
GTK WIN POS CENTER);
    // LAYOUT
   layoutDashInformasi = gtk_layout_new(NULL, NULL);
gtk_container_add(GTK_CONTAINER (windowDashInformasi), layoutDashInformasi);
    // TCON
   iconDashInformasi = gdk pixbuf new from file("src/image/icon.png", NULL);
   gtk window set icon(GTK WINDOW(windowDashInformasi), iconDashInformasi);
    // BACKGROUND
   bgDashInformasi = gtk_image_new_from_file("src/image/informasi.png");
   qtk layout put(GTK LAYOUT(layoutDashInformasi), bqDashInformasi, 0, 0);
     // label
   labelTitle = gtk label new("Informasi");
   gtk_layout_put(GTK_LAYOUT(layoutDashInformasi), labelTitle, 570, 50);
   gtk widget set name(labelTitle, "labelTitle");
   // BUTTON
   buttonToDash = gtk button new with label("Dashboard");
   gtk layout put(GTK LAYOUT(layoutDashInformasi), buttonToDash, 50,550);
   gtk_widget_set_size_request(buttonToDash, 540, 70);
   buttonInfoQueue = gtk button new with label("Info Antrian");
   gtk layout put (GTK LAYOUT (layoutDashInformasi), buttonInfoQueue, 50,150);
   gtk_widget_set_size_request(buttonInfoQueue, 540, 70);
   buttonHighTransaction = gtk button new with label("Pembeli Terbaik");
   gtk layout put (GTK LAYOUT (layoutDashInformasi), buttonHighTransaction,
50,350);
   gtk widget set size request(buttonHighTransaction, 550, 70);
   buttonAbout = gtk button new with label("Tentang Aplikasi");
   gtk layout_put(GTK_LAYOUT(layoutDashInformasi), buttonAbout, 50,450);
   gtk_widget_set_size_request(buttonAbout, 540, 70);
   buttonTransactionHistory = gtk button new with label("Riwayat Transaksi");
   gtk_layout_put(GTK_LAYOUT(layoutDashInformasi), buttonTransactionHistory,
50,250);
   gtk widget set size request(buttonTransactionHistory, 550, 70);
    // CSS
   GdkDisplay *display;
   display = gdk_display_get_default();
   GdkScreen *screen;
    screen = gdk_display_get_default_screen(display);
    GtkCssProvider *css = gtk css provider new();
```

```
gtk css provider load from path(css, "src/css/dashboard informasi.css",
NUT.T.):
   gtk style context add provider for screen(screen, GTK STYLE PROVIDER(css),
GTK STYLE PROVIDER PRIORITY APPLICATION);
    // DISPLAY
   gtk widget show all(windowDashInformasi);
   g_signal_connect(windowDashInformasi, "destroy", G CALLBACK(gtk main quit),
NULL);
    g signal connect(buttonToDash, "clicked",
G CALLBACK (handle display dashboard), windowDashInformasi);
    g signal connect(buttonHighTransaction, "clicked",
G_CALLBACK(handle_display_informasi_pembeli), windowDashInformasi);
    g signal connect(buttonInfoQueue, "clicked",
G CALLBACK (handle display informasi antrian), windowDashInformasi);
   g signal connect(buttonAbout, "clicked",
G CALLBACK(handle display informasi aplikasi), windowDashInformasi);
   g_signal_connect(buttonTransactionHistory, "clicked",
G CALLBACK(handle display informasi transaksi), windowDashInformasi);
   gtk main();
void handle display dashboard informasi(GtkWidget *widget, GtkWidget *window){
   gtk window close(GTK WINDOW(window));
   display dashboard informasi();
```

dashboard_informasi_antrian.c

```
#include "dashboard informasi antrian.h"
void display informasi antrian(){
    // WIDGET
   GtkWidget *windowInfoAntrian;
   GtkWidget *layoutInfoAntrian;
   GtkWidget *bgInfoAntrian;
   GtkWidget *buttonToInformasi;
    // LABEL
   GtkWidget *labelQueueSelect;
   GtkWidget *labelQueuePay;
   GtkWidget *labelTitle;
   GtkWidget *labelQueueName;
GtkWidget *labelEmptyData;
   GdkPixbuf *iconInfoAntrian;
   gtk init(NULL, NULL);
   // WINDOW
   windowInfoAntrian = gtk window new(GTK WINDOW TOPLEVEL);
   gtk_window_set_title(GTK_WINDOW(windowInfoAntrian), "Informasi Antrian");
   gtk window set default size(GTK WINDOW(windowInfoAntrian), 1280, 720);
   gtk window set position (GTK WINDOW (windowInfoAntrian), GTK WIN POS CENTER);
   layoutInfoAntrian = gtk_layout_new(NULL, NULL);
   gtk container add(GTK CONTAINER (windowInfoAntrian), layoutInfoAntrian);
   iconInfoAntrian = gdk pixbuf new from file("src/image/icon.png", NULL);
   gtk window set icon(GTK WINDOW(windowInfoAntrian), iconInfoAntrian);
    // BACKGROUND
```

```
bgInfoAntrian = gtk image new from file("src/image/informasi antrian.png");
    gtk layout put(GTK LAYOUT(layoutInfoAntrian), bgInfoAntrian, 0, 0);
    // LABEL
    labelTitle = gtk label new("Informasi Antrian");
    gtk layout put (GTK LAYOUT (layoutInfoAntrian), labelTitle, 500, 50);
    gtk_widget_set_name(labelTitle, "labelTitle");
    // BUTTON
    buttonToInformasi = gtk button new with label("Informasi");
    gtk_layout_put(GTK_LAYOUT(layoutInfoAntrian), buttonToInformasi, 570,660);
    labelQueueName = gtk label new("Antrian Pemilihan Kursi");
    gtk layout put(GTK LAYOUT(layoutInfoAntrian), labelQueueName, 300,200);
    labelQueueName = gtk label new("Antrian Pembayaran Tiket");
    gtk layout put(GTK LAYOUT(layoutInfoAntrian), labelQueueName, 750,200);
    labelEmptyData = gtk_label_new("Belum ada data");
    gtk layout put(GTK LAYOUT(layoutInfoAntrian), labelEmptyData, 300,250);
    int x = 300, y = 250;
    FILE *f;
    f = fopen("data/user ticket data.txt", "r");
    int counterLine;
    char ch, compUsr[100];
    int counter, idx;
    reset string(compUsr, 100);
    counter = 0;
    counterLine = 0;
    idx = 1;
    bool hasDeleted = false;
    while(!feof(f) && counterLine < 10){</pre>
        ch = fgetc(f);
        if (ch == '\n') {
            counterLine++;
            labelQueueSelect = gtk_label_new(compUsr);
            if (!hasDeleted) {
                gtk widget destroy(labelEmptyData);
                hasDeleted = true;
            gtk_layout_put(GTK_LAYOUT(layoutInfoAntrian), labelQueueSelect,
x,y);
            y += 50;
            reset string(compUsr, 100);
            counter = 0;
            idx = 1;
        else if (ch == '|') {
            idx++;
            counter = 0;
        else{
            if (idx == 1) {
                compUsr[counter] = ch;
                counter++;
            }
        }
    fclose(f);
    labelEmptyData = gtk_label_new("Belum ada data");
    gtk_layout_put(GTK_LAYOUT(layoutInfoAntrian), labelEmptyData, 750,250);
    hasDeleted = false;
```

```
x = 750, y = 250;
    f = fopen("data/user invoice data.txt", "r");
    reset string(compUsr, 100);
    counter = 0;
    counterLine = 0;
    idx = 1;
    while(!feof(f) && counterLine < 10){
        ch = fgetc(f);
if (ch == '\n') {
            counterLine++;
            labelQueuePay = gtk label new(compUsr);
            if (!hasDeleted) {
                 gtk_widget_destroy(labelEmptyData);
                hasDeleted = true;
            gtk_layout_put(GTK_LAYOUT(layoutInfoAntrian), labelQueuePay, x,y);
            y += 50;
            reset string(compUsr, 100);
            counter = 0;
            idx = 1;
        else if (ch == '|') {
            idx++;
            counter = 0;
        else{
            if (idx == 1) {
                compUsr[counter] = ch;
                counter++;
    fclose(f);
    // CSS
    GdkDisplay *display;
    display = gdk display get default();
    GdkScreen *screen;
    screen = gdk_display_get_default_screen(display);
GtkCssProvider *css = gtk_css_provider_new();
    gtk_css_provider_load_from_path(css,
"src/css/dashboard informasi antrian.css", NULL);
    gtk style context add provider for screen(screen, GTK STYLE PROVIDER(css),
GTK_STYLE_PROVIDER_PRIORITY_APPLICATION);
    // DISPLAY
    gtk widget show all(windowInfoAntrian);
    // SIGNAL
    g_signal_connect(windowInfoAntrian, "destroy", G_CALLBACK(gtk_main_quit),
    g_signal_connect(buttonToInformasi, "clicked",
G CALLBACK(handle display dashboard informasi), windowInfoAntrian);
    gtk main();
void handle_display_informasi_antrian(GtkWidget *widget, GtkWidget *window){
    gtk window close(GTK WINDOW(window));
    display_informasi antrian();
```

dashboard_informasi_aplikasi.c

```
#include "dashboard_informasi_aplikasi.h"
```

```
void display informasi aplikasi(){
    GtkWidget *windowInfoAplikasi:
    GtkWidget *layoutInfoAplikasi;
    GtkWidget *bgInfoAplikasi;
   GtkWidget *buttonToInformasi;
    // ICON
   GdkPixbuf *iconInfoAplikasi;
   gtk init(NULL, NULL);
    // WINDOW
   windowInfoAplikasi = gtk window new(GTK WINDOW TOPLEVEL);
    gtk_window_set_title(GTK_WINDOW(windowInfoAplikasi), "Informasi Aplikasi");
    gtk window set default size(GTK WINDOW(windowInfoAplikasi), 1280, 720);
   gtk window set position (GTK WINDOW (windowInfoAplikasi), GTK WIN POS CENTER);
   layoutInfoAplikasi = gtk_layout_new(NULL, NULL);
   gtk container add(GTK CONTAINER (windowInfoAplikasi), layoutInfoAplikasi);
    // TCON
    iconInfoAplikasi = qdk pixbuf new from file("src/image/icon.png", NULL);
   gtk window set icon(GTK WINDOW(windowInfoAplikasi), iconInfoAplikasi);
    // BACKGROUND
   bgInfoAplikasi = gtk image new from file("src/image/Tentang Aplikasi.png");
   gtk layout put(GTK LAYOUT(layoutInfoAplikasi), bgInfoAplikasi, 0, 0);
   buttonToInformasi = gtk button new with label("Informasi");
   gtk_layout_put(GTK_LAYOUT(layoutInfoAplikasi), buttonToInformasi, 50,660);
   GdkDisplay *display;
    display = gdk_display_get_default();
    GdkScreen *screen;
   screen = gdk_display_get_default_screen(display);
GtkCssProvider *css = gtk_css_provider_new();
   gtk css provider load from path(css,
"src/css/dashboard informasi aplikasi.css", NULL);
   gtk style context add provider for screen(screen, GTK STYLE PROVIDER(css),
GTK STYLE PROVIDER PRIORITY APPLICATION);
    // DISPLAY
   gtk widget show all(windowInfoAplikasi);
    // STGNAL
    \verb|g_signal_connect(windowInfoAplikasi, "destroy", G_CALLBACK(gtk_main_quit)|,\\
    g signal connect(buttonToInformasi, "clicked",
G_CALLBACK(handle_display_dashboard_informasi), windowInfoAplikasi);
   gtk main();
void handle display informasi aplikasi(GtkWidget *widget, GtkWidget *window){
    gtk window close (GTK WINDOW (window));
    display informasi aplikasi();
```

dashboard_informasi_transaksi.c

```
#include "dashboard_informasi_aplikasi.h"

void display_informasi_aplikasi() {
    GtkWidget *windowInfoAplikasi;
    GtkWidget *layoutInfoAplikasi;
    GtkWidget *bgInfoAplikasi;
```

```
GtkWidget *buttonToInformasi;
    GdkPixbuf *iconInfoAplikasi;
    gtk init(NULL, NULL);
    windowInfoAplikasi = gtk_window_new(GTK_WINDOW_TOPLEVEL);
gtk_window_set_title(GTK_WINDOW(windowInfoAplikasi), "Informasi Aplikasi");
    gtk window set default size (GTK WINDOW (window Info Aplikasi), 1280, 720);
    gtk window set position (GTK WINDOW (windowInfoAplikasi), GTK WIN POS CENTER);
    // TAYOUT
    layoutInfoAplikasi = gtk layout new(NULL, NULL);
    gtk container add(GTK CONTAINER (windowInfoAplikasi), layoutInfoAplikasi);
    iconInfoAplikasi = gdk_pixbuf_new_from_file("src/image/icon.png", NULL);
    gtk window set icon(GTK WINDOW(windowInfoAplikasi), iconInfoAplikasi);
    // BACKGROUND
    bgInfoAplikasi = gtk image new from file("src/image/Tentang Aplikasi.png");
    gtk layout put(GTK LAYOUT(layoutInfoAplikasi), bgInfoAplikasi, 0, 0);
    // BUTTON
    buttonToInformasi = gtk button new with label("Informasi");
    gtk layout put(GTK LAYOUT(layoutInfoAplikasi), buttonToInformasi, 50,660);
    // CSS
    GdkDisplay *display;
    display = gdk_display_get_default();
    GdkScreen *screen;
    screen = gdk_display_get_default_screen(display);
    GtkCssProvider *css = gtk_css_provider_new();
gtk_css_provider_load_from_path(css,
"src/css/dashboard informasi aplikasi.css", NULL);
gtk_style_context add_provider_for_screen(screen, GTK_STYLE_PROVIDER(css),
GTK_STYLE_PROVIDER_PRIORITY_APPLICATION);
    // DISPLAY
    gtk widget show all(windowInfoAplikasi);
    // STGNAL
    g_signal_connect(windowInfoAplikasi, "destroy", G_CALLBACK(gtk main quit),
    g signal connect(buttonToInformasi, "clicked",
G_CALLBACK(handle_display_dashboard_informasi), windowInfoAplikasi);
    gtk_main();
void handle display informasi aplikasi(GtkWidget *widget, GtkWidget *window){
    gtk window close (GTK WINDOW (window));
    display informasi aplikasi();
```

dashboard_antrian_pembeli.c

```
#include "dashboard_informasi_pembeli.h"
int foundHighest[3];
char chrUsernameFoundHighest[3][100] = {"data kosong", "data kosong", "data kosong"};
char chrFilmNameFoundHighest[3][50] = {"data kosong", "data kosong", "data kosong"};
int counterFoundHigh = -1;
void find_highest(BST *curr){
```

```
if (curr != NULL) {
        find highest(curr->bRight);
        counterFoundHigh++;
        if (counterFoundHigh < 3) {
            strcpy(chrUsernameFoundHighest[counterFoundHigh], curr->bUsername);
            strcpy(chrFilmNameFoundHighest[counterFoundHigh], curr->bFilmName);
            foundHighest[counterFoundHigh] = curr->bPayment;
        find highest(curr->bLeft);
    }
void display_informasi_pembeli() {
    bRoot = \overline{N}ULL;
     // WIDGET
    GtkWidget *windowInfoBST;
    GtkWidget *layoutInfoBST;
GtkWidget *bgInfoBST;
    GtkWidget *buttonToInformasi;
    // LABEL
    GtkWidget *labelPembeliTerbaik;
    GtkWidget *labelTitle;
    GdkPixbuf *iconInfoBST;
    gtk init(NULL, NULL);
    // WINDOW
    windowInfoBST = gtk window new(GTK WINDOW TOPLEVEL);
    gtk window set title(GTK WINDOW(windowInfoBST), "Informasi Pembeli
Terbaik");
    gtk_window_set_default_size(GTK_WINDOW(windowInfoBST), 1280, 720);
gtk_window_set_position(GTK_WINDOW(windowInfoBST), GTK_WIN_POS_CENTER);
    layoutInfoBST = gtk layout new(NULL, NULL);
    gtk container add(GTK CONTAINER (windowInfoBST), layoutInfoBST);
    iconInfoBST = gdk pixbuf new from file("src/image/icon.png", NULL);
    gtk_window_set_icon(GTK_WINDOW(windowInfoBST), iconInfoBST);
    // BACKGROUND
    bgInfoBST = gtk image new from file("src/image/PEMBELI TERSULTAN.png");
    gtk_layout_put(GTK_LAYOUT(layoutInfoBST), bgInfoBST, 0, 0);
    labelTitle = qtk label new("Pembeli Terbaik");
    gtk_layout_put(GTK_LAYOUT(layoutInfoBST), labelTitle, 550, 50);
    gtk_widget_set_name(labelTitle, "labelTitle");
    buttonToInformasi = gtk button new with label("Informasi");
    gtk layout put(GTK LAYOUT(layoutInfoBST), buttonToInformasi, 600,650);
    // load data from file
    FILE *f;
    f = fopen("data/user_transaction.txt", "r");
    // make binary search tree from file
    char compUsr[100], compFilmName[50];
    int compPayment;
    reset_string(compUsr, 100);
    reset string(compFilmName, 50);
    compPayment = 0;
```

```
int counter = 0, idx = 1;
char ch;
while(!feof(f)){
    ch = fgetc(f);
    if (ch == '\n') {
         // make tree
        bNode = (BST*)malloc(sizeof(BST));
         strcpy(bNode->bUsername, compUsr);
         strcpy(bNode->bFilmName, compFilmName);
        bNode->bPayment = compPayment;
bNode->bLeft = NULL;
        bNode->bRight = NULL;
         if (bRoot == NULL) {
             bRoot = bNode;
             BST *curr = bRoot, *parent = NULL;
             while(curr != NULL){
                 parent = curr;
                  if (bNode->bPayment > curr->bPayment) {
                      curr = curr->bRight;
                 else{
                      curr = curr->bLeft;
             if (bNode->bPayment > parent->bPayment) {
                 parent->bRight = bNode;
             else{
                 parent->bLeft = bNode;
         // reset
         reset_string(compUsr, 100);
reset_string(compFilmName, 50);
         compPayment = 0;
        counter = 0;
        idx = 1;
    else if (ch == '|') {
        counter = 0;
         idx++;
    else{
         if (idx == 1) {
             compUsr[counter] = ch;
             counter++;
         else if (idx == 2) {
             compFilmName[counter] = ch;
             counter++;
         else if (idx == 3) {
             int temp = ch - '0';
compPayment = (compPayment * 10) + temp;
fclose(f);
// search top highest 3
if (bRoot != NULL) {
        find_highest(bRoot);
// display it
```

```
int i, x, y;
for (i = 0; i < 3; i++) {
        if (i == 0) {
           x = 570;
            v = 300;
        else if (i == 1) {
           x = 300;
            y = 430;
        else{
           x = 830;
            y = 520;
        labelPembeliTerbaik = gtk label new(chrUsernameFoundHighest[i]);
        gtk layout put(GTK LAYOUT layoutInfoBST), labelPembeliTerbaik, x,y);
        labelPembeliTerbaik = gtk label new(chrFilmNameFoundHighest[i]);
        gtk layout put(GTK LAYOUT(layoutInfoBST), labelPembeliTerbaik, x,y);
        y += 20;
        char temp[100];
        reset string(temp, 100);
        if (foundHighest[i] == 0) {
    strcpy(temp, "data kosong");
        else{
            sprintf(temp, "%d", foundHighest[i]);
        labelPembeliTerbaik = gtk label new(temp);
        gtk layout put(GTK LAYOUT(layoutInfoBST), labelPembeliTerbaik, x,y);
    }
   counterFoundHigh = -1;
   // css
   GdkDisplay *display;
    display = gdk display get default();
    GdkScreen *screen;
    screen = gdk_display_get_default_screen(display);
    GtkCssProvider *css = gtk_css_provider_new();
    gtk css provider load from path(css,
"src/css/dashboard informasi pembeli.css", NULL);
   gtk_style_context_add_provider_for_screen(screen, GTK_STYLE_PROVIDER(css),
GTK_STYLE_PROVIDER PRIORITY APPLICATION);
   gtk widget show all(windowInfoBST);
    // SIGNAL
   g signal connect(windowInfoBST, "destroy", G CALLBACK(gtk main quit), NULL);
    g signal connect(buttonToInformasi, "clicked",
G CALLBACK(handle_display_dashboard_informasi), windowInfoBST);
   gtk_main();
void handle_display_informasi_pembeli(GtkWidget *widget, GtkWidget *window){
    gtk window close (GTK WINDOW (window));
    display informasi pembeli();
```

dashboard_pembayaran.c

```
#include "dashboard_pembayaran.h"

// input
GtkWidget *entryDibayarPelanggan;
GtkWidget *layoutDashPembayaran;
```

```
GtkWidget *labelPecahanUangTersedia;
GtkWidget *labelPecahanUangKembali;
int arrUangKembalian[7];
void get user invoice from file(){
    qFrontPay = NULL;
    char compUsr[100], compBuyTime[50], compFilmName[50], compFilmTime[20],
compFilmChair[50];
    int compTicket, compStudioFilm, compStudioTime;
    reset string(compUsr, 100);
    reset string(compBuyTime, 50);
    reset_string(compFilmName, 50);
reset_string(compFilmTime, 20);
    reset string(compFilmChair, 50);
    compTicket = 0;
    compStudioFilm = 0;
    compStudioTime = 0;
    FILE *f;
    f = fopen("data/user invoice data.txt", "r");
    char ch;
    int idx = 1, counter = 0;
    while(!feof(f)){
        ch = fgetc(f);
        if (ch == '|') {
             counter = 0;
            idx++;
        else if (ch == '\n') {
             qUser = malloc(sizeof(Queue));
             strcpy(qUser->qUsername, compUsr);
             gUser->gTiketDibeli = compTicket;
             strcpy(qUser->qBuyTime, compBuyTime);
             qUser->qStudioFilm = compStudioFilm;
             qUser->qStudioTime = compStudioTime;
             strcpy(qUser->qFilmName, compFilmName);
             strcpy(qUser->qFilmTime, compFilmTime);
            strcpy(qUser->qFilmChair, compFilmChair);
             qUser->qNext = NULL;
             if (qFrontPay == NULL) {
                 qFrontPay = qUser;
             else{
                Queue *prev;
                 prev = qFrontPay;
                 while (prev->qNext != NULL) {
                     prev = prev->qNext;
                 prev->qNext = qUser;
             // reset
             reset string(compUsr, 100);
             reset string(compBuyTime, 50);
             reset_string(compFilmName, 50);
             reset string(compFilmTime, 20);
             reset string(compFilmChair, 50);
             compTicket = 0;
             compStudioFilm = 0;
             compStudioTime = 0;
```

```
counter = 0;
            idx = 1:
        else{
            if (idx == 1) {
                compUsr[counter] = ch;
                counter++;
            else if(idx == 2){
                int tempCompTicket = ch - '0';
                compTicket = compTicket*10 + tempCompTicket;
                counter++;
            else if (idx == 3) {
                compBuyTime[counter] = ch;
                counter++;
            else if (idx == 4) {
                int tempCompStudioFilm = ch - '0';
                compStudioFilm = tempCompStudioFilm;
                counter++;
            else if (idx == 5){
                 int tempCompStudioTime = ch - '0';
                compStudioTime = tempCompStudioTime;
                counter++;
            else if (idx == 6) {
                compFilmName[counter] = ch;
                counter++;
            else if (idx == 7) {
                compFilmTime[counter] = ch;
                counter++;
            else if (idx == 8){
                compFilmChair[counter] = ch;
                counter++;
    fclose(f);
int get uang kembalian rec(int money, int depth) {
   if (money == 0) {
        return 0;
   else if(money < MoneyCurrency[depth]){</pre>
        get_uang_kembalian_rec(money, depth+1);
        arrUangKembalian[depth] = money / MoneyCurrency[depth];
        get uang kembalian rec(money % MoneyCurrency[depth], depth);
    return 0;
void count cash back(GtkWidget *widget, GtkWidget *window) {
    char tempUangPelanggan[100];
    reset_string(tempUangPelanggan, 100);
    const gchar *gUangPelanggan =
gtk_entry_get_text(GTK_ENTRY(entryDibayarPelanggan));
    strcpy(tempUangPelanggan, gUangPelanggan);
    // UANG FROM STRING TO INT
   int i = 0, iUangPelanggan = 0;
while(tempUangPelanggan[i] != '\0'){
        int temp = tempUangPelanggan[i] - '0';
```

```
iUangPelanggan = iUangPelanggan * 10 + temp;
    }
    // GET TICKET PRICE
    int saveIndex;
    for (i = 0; i < 4; i++) {
        if (strcmp(gFrontPay->gFilmName, FilmName[i]) == 0) {
            saveIndex = i;
            break;
        }
    if (iUangPelanggan < (qFrontPay->qTiketDibeli * TicketPrice[saveIndex])){
        display error dialog("Uang tidak cukup!", window);
    else{
        gtk widget destroy(labelPecahanUangTersedia);
        gtk widget destroy(labelPecahanUangKembali);
        // COUNT MONEY BACK
        labelPecahanUangTersedia = gtk_label_new(
                                     "Rp 100.\overline{0}00 : \n\n"
                                     "Rp 50.000 : \n\n"
                                     "Rp 20.000 : \n\n"
                                     "Rp 10.000 : \n\n"
                                     "Rp 5.000 : \n\n"
                                     "Rp 2.000 : \n\n"
"Rp 1.000 : "
                                     ) ;
        char tempPecahanUangKembali[50];
        reset string(tempPecahanUangKembali, 50);
        int uangKembalian = iUangPelanggan - (qFrontPay->qTiketDibeli *
TicketPrice[saveIndex]);
        int i;
        for (i = 0; i < 7; i++){
            arrUangKembalian[i] = 0;
        // RECURSIVE
        get uang kembalian rec(uangKembalian, 0);
        // DISPLAY MONEY BACK
        for (i = 0; i < 7; i++) {
            char strTemp[100];
            reset_string(strTemp, 100);
            sprintf(strTemp, "%d lembar\n\n", arrUangKembalian[i]);
            strcat(tempPecahanUangKembali, strTemp);
        labelPecahanUangKembali = gtk label new(tempPecahanUangKembali);
        GtkWidget *labelTitleKembalian;
        labelTitleKembalian = gtk_label_new("Uang Kembalian");
        gtk layout put(GTK LAYOUT(layoutDashPembayaran), labelTitleKembalian,
950, 200);
        gtk layout put(GTK LAYOUT(layoutDashPembayaran),
labelPecahanUangTersedia, 950, 250);
        gtk_layout_put(GTK_LAYOUT(layoutDashPembayaran),
labelPecahanUangKembali, 1065, 250);
        gtk widget show all(window);
void display warn pembayaran(GtkWidget *widget, GtkWidget *window){
    bool isDeleted = false;
    if (qFrontPay == NULL) {
        display error dialog("Data pembayaran kosong", window);
    else{
        GtkWidget *dialog;
        dialog = gtk_message_dialog_new(GTK_WINDOW(window),
                GTK DIALOG DESTROY WITH PARENT,
```

```
GTK MESSAGE ERROR,
                GTK BUTTONS YES NO,
                "Konfirmasi Pembayaran?");
        gtk_window_set_title(GTK_WINDOW(dialog), "Warning");
        int res = gtk dialog run(GTK DIALOG(dialog));
        if (res == -8) { // YES
            isDeleted = true;
            // ADD TO TRANSACTION HISTORY
            FILE *f;
            f = fopen("data/transaction history.txt", "a");
            fprintf(f, "%s|%d|%s|%d|%d|%s|%s|%s\n",
                        qFrontPay->qUsername, qFrontPay->qTiketDibeli,
qFrontPay->qBuyTime,
                        qFrontPay->qStudioFilm, qFrontPay->qStudioTime,
                        qFrontPay->qFilmName, qFrontPay->qFilmTime, qFrontPay-
>qFilmChair);
            fclose(f);
            // ADD TO USER TRANSACTION TO FIND BEST USER
            f = fopen("data/user_transaction.txt", "a");
            int saveIndex, i;
            for (i = 0; i < 4; i++) {
                if (strcmp(qFrontPay->qFilmName, FilmName[i]) == 0) {
                    saveIndex = i;
                    break;
                }
            fprintf(f, "%s|%s|%d\n", qFrontPay->qUsername, qFrontPay->qFilmName,
(qFrontPay->qTiketDibeli * TicketPrice[saveIndex]));
            fclose(f);
            // DELETE IN QUEUE
            if (qFrontPay->qNext == NULL) {
                free (qFrontPay);
                qFrontPay = NULL;
            else{
                Queue *curr = qFrontPay;
                qFrontPay = qFrontPay->qNext;
                free (curr);
                curr = NULL;
            // UPDATE DATA IN USER INVOICE
            f = fopen("data/user invoice data.txt", "w");
            Oueue *curr = qFrontPay;
            while(curr != NULL) {
                fprintf(f, "%s|%d|%s|%d|%d|%s|%s|%s\n",
                        curr->qUsername, curr->qTiketDibeli, curr->qBuyTime,
                        curr->qStudioFilm, curr->qStudioTime,
                        curr->qFilmName, curr->qFilmTime, curr->qFilmChair);
                curr = curr->qNext;
            fclose(f);
            // REMOVE ALL QUEUE
            while (qFrontPay != NULL) {
                Queue *curr = qFrontPay;
                if (qFrontPay->qNext == NULL) {
                    free (qFrontPay);
                    qFrontPay = NULL;
                else{
                    qFrontPay = qFrontPay->qNext;
                    free(curr);
                    curr = NULL;
        gtk widget destroy(dialog);
```

```
if(isDeleted){
        // RELOAD TO READ DATA
        gtk window close(GTK WINDOW(window));
        display dashboard pembayaran();
    }
void display dashboard pembayaran(){
   get_user_invoice_from_file();
    // WINDOW
   GtkWidget *windowDashPembayaran;
    // TCON
   GdkPixbuf *iconDashPembayaran;
    // BACKGROUND
   GtkWidget *bgDashPembayaran;
    // BUTTON
    GtkWidget *buttonBackToDash;
    GtkWidget *buttonConfirmBayar;
   GtkWidget *buttonCountCashBack;
    // LABEL
    GtkWidget *labelPembayaranNamaPembeli;
   GtkWidget *labelPembayaranJumlahTiket;
    GtkWidget *labelPembayaranWaktuPembelian;
    GtkWidget *labelPembayaranNamaFilm;
    GtkWidget *labelPembayaranStudioFilm;
    GtkWidget *labelPembayaranWaktuFilm;
   GtkWidget *labelPembayaranKursiDipilih;
    GtkWidget *labelPembayaranTotalHarga;
    GtkWidget *labelPembayaranDibayar;
   GtkWidget *labelUserPayInfo;
   GtkWidget *labelEmptyData;
   GtkWidget *labelTitle;
   gtk init(NULL, NULL);
    // WINDOW
   windowDashPembayaran = gtk_window_new(GTK_WINDOW TOPLEVEL);
   gtk_window_set_title(GTK_WINDOW(windowDashPembayaran), "Pembayaran Tiket");
   gtk_window_set_default_size(GTK_WINDOW(windowDashPembayaran), 1280, 720); gtk_window_set_position(GTK_WINDOW(windowDashPembayaran),
GTK WIN POS CENTER);
    // LAYOUT
   layoutDashPembayaran = gtk_layout_new(NULL, NULL);
gtk_container_add(GTK_CONTAINER (windowDashPembayaran),
layoutDashPembayaran);
    iconDashPembayaran = gdk pixbuf new from file("src/image/icon.png", NULL);
    gtk window set icon(GTK WINDOW(windowDashPembayaran), iconDashPembayaran);
    // BACKGROUND
   bgDashPembayaran = gtk image new from file("src/image/pembayaran.png");
    gtk layout put(GTK LAYOUT(layoutDashPembayaran), bgDashPembayaran, 0, 0);
   labelTitle = gtk_label_new("Pembayaran");
    gtk_layout_put(GTK_LAYOUT(layoutDashPembayaran), labelTitle, 550, 50);
    gtk widget set name(labelTitle, "labelTitle");
    labelPecahanUangTersedia = gtk label new("");
   gtk_layout_put(GTK_LAYOUT(layoutDashPembayaran), labelPecahanUangTersedia,
800, 10\overline{0});
```

```
labelPecahanUangKembali = gtk label new("");
   gtk layout put(GTK LAYOUT(layoutDashPembayaran), labelPecahanUangKembali,
900, 10\overline{0});
    // label
    labelPembayaranNamaPembeli = gtk label new("Nama: ");
   gtk layout put(GTK LAYOUT(layoutDashPembayaran), labelPembayaranNamaPembeli,
100, 200);
   labelPembayaranJumlahTiket = gtk label new("Jumlah: ");
   gtk_layout_put(GTK_LAYOUT(layoutDashPembayaran), labelPembayaranJumlahTiket,
100. 250):
   labelPembayaranWaktuPembelian = gtk label new("Waktu beli: ");
   gtk layout put(GTK LAYOUT(layoutDashPembayaran),
labelPembayaranWaktuPembelian, 100, 300);
    labelPembayaranNamaFilm = gtk label new("Film: ");
   gtk layout put(GTK LAYOUT(layoutDashPembayaran), labelPembayaranNamaFilm,
100, 35\overline{0});
   labelPembayaranStudioFilm = gtk label new("Studio: ");
   gtk layout put(GTK LAYOUT(layoutDashPembayaran), labelPembayaranStudioFilm,
100, 40\overline{0});
   labelPembayaranWaktuFilm = gtk label new("Waktu: ");
   gtk_layout_put(GTK_LAYOUT(layoutDashPembayaran), labelPembayaranWaktuFilm,
100.450):
    labelPembayaranKursiDipilih = gtk label new("Kursi: ");
    gtk layout put (GTK LAYOUT (layoutDashPembayaran),
labelPembayaranKursiDipilih, 100, 500);
    labelPembayaranTotalHarga = gtk label new("Total Harga: ");
   gtk_layout_put(GTK_LAYOUT(layoutDashPembayaran), labelPembayaranTotalHarga,
500, 200);
    labelPembayaranDibayar = gtk label new("Pembayaran: ");
   gtk layout put (GTK LAYOUT (layoutDashPembayaran), labelPembayaranDibayar,
    // BUTTON
    buttonBackToDash = gtk button new with label("Dashboard");
   gtk layout put(GTK LAYOUT(layoutDashPembayaran), buttonBackToDash, 150,
   buttonConfirmBayar = gtk button new with label("Konfirmasi Pembayaran");
   gtk layout put (GTK LAYOUT (layoutDashPembayaran), buttonConfirmBayar, 950,
550);
   buttonCountCashBack = gtk button new with label("");
    // DISPLAY IF THERE IS NO DATA
    if (qFrontPay == NULL) {
        int i, y = 200;
        for (i = 0; i < 7; i++) {
            labelEmptyData = gtk label new("Belum ada data");
            gtk_layout_put(GTK_LAYOUT(layoutDashPembayaran), labelEmptyData,
200, y);
            y += 50;
        y = 200;
        for (i = 0; i < 2; i++) {
            labelEmptyData = gtk label new("Belum ada data");
            gtk layout put(GTK LAYOUT(layoutDashPembayaran), labelEmptyData,
610, y);
            y += 50;
        }
    // DISPLAY IF THERE IS DATA
   if (qFrontPay != NULL) {
        gtk widget destroy(buttonCountCashBack);
```

```
buttonCountCashBack = gtk button new with label("Hitung Kembalian");
        gtk layout put(GTK LAYOUT(layoutDashPembayaran), buttonCountCashBack,
550, 550);
        entryDibayarPelanggan = gtk entry new();
        gtk_widget_set_size_request(entryDibayarPelanggan, 250, 40);
gtk_layout_put(GTK_LAYOUT(layoutDashPembayaran), entryDibayarPelanggan,
500, 300);
        // USER INFORMATION
        labelUserPayInfo = gtk_label_new(qFrontPay->qUsername);
        gtk layout put(GTK LAYOUT(layoutDashPembayaran), labelUserPayInfo, 200,
200);
        char tempUserInfo[50];
        reset_string(tempUserInfo, 50);
        sprintf(tempUserInfo, "%d", qFrontPay->qTiketDibeli);
        labelUserPayInfo = gtk label new(tempUserInfo);
        gtk_layout_put(GTK_LAYOUT(layoutDashPembayaran), labelUserPayInfo, 200,
250);
        char tempBuyTime[10];
        reset string(tempBuyTime, 10);
        int a = 0;
        while (a < 9) {
            tempBuyTime[a] = qFrontPay->qBuyTime[a];
        labelUserPayInfo = gtk label new(tempBuyTime);
        gtk layout put(GTK LAYOUT(layoutDashPembayaran), labelUserPayInfo, 200,
300);
        labelUserPayInfo = gtk_label_new(qFrontPay->qFilmName);
        gtk layout put(GTK LAYOUT(layoutDashPembayaran), labelUserPayInfo, 200,
350);
        reset_string(tempUserInfo, 50);
sprintf(tempUserInfo, "%d", qFrontPay->qStudioFilm);
        labelUserPayInfo = gtk label new(tempUserInfo);
        gtk layout put(GTK LAYOUT(layoutDashPembayaran), labelUserPayInfo, 200,
400);
        reset string(tempUserInfo, 50);
        strcpy(tempUserInfo, StudioTime[(qFrontPay->qStudioFilm -
1) ] [ (qFrontPay->qStudioTime - 1) ]);
        labelUserPayInfo = gtk label new(tempUserInfo);
        gtk_layout_put(GTK_LAYOUT(layoutDashPembayaran), labelUserPayInfo, 200,
450);
        labelUserPayInfo = gtk label new(qFrontPay->qFilmChair);
        gtk layout put(GTK LAYOUT(layoutDashPembayaran), labelUserPayInfo, 200,
500):
        int i, saveIndex;
        for (i = 0; i < 4; i++) {
            if (strcmp(qFrontPay->qFilmName, FilmName[i]) == 0){
                saveIndex = i;
                break;
        reset string(tempUserInfo, 50);
        sprintf(tempUserInfo, "%d", qFrontPay->qTiketDibeli *
TicketPrice[saveIndex]);
        labelUserPayInfo = gtk label new(tempUserInfo);
        gtk layout put(GTK LAYOUT(layoutDashPembayaran), labelUserPayInfo, 610,
200);
    // css
    GdkDisplay *display;
```

```
display = gdk display get default();
    GdkScreen *screen;
    screen = gdk_display_get_default_screen(display);
    GtkCssProvider *css = gtk_css_provider_new();
gtk css_provider load from path(css, "src/css/dashboard pembayaran.css",
NUT<sub>1</sub>T<sub>1</sub>);
    gtk style context add provider for screen(screen, GTK STYLE PROVIDER(css),
GTK STYLE PROVIDER PRIORITY APPLICATION);
    // DISPLAY
    gtk_widget_show_all(windowDashPembayaran);
    g signal connect(windowDashPembayaran, "destroy", G CALLBACK(gtk main quit),
NULL);
    g_signal_connect(buttonBackToDash, "clicked",
G CALLBACK(handle display dashboard), windowDashPembayaran);
    g signal connect (buttonCountCashBack, "clicked",
G_CALLBACK(count_cash_back), windowDashPembayaran);
    g_signal_connect(buttonConfirmBayar, "clicked",
G_CALLBACK(display_warn_pembayaran), windowDashPembayaran);
    gtk main();
void handle display dashboard pembayaran(GtkWidget *widget, GtkWidget *window){
    gtk window close(GTK WINDOW(window));
    display dashboard pembayaran();
```

dashboard_pembelian.c

```
#include "dashboard pembelian.h"
// WINDOW
GtkWidget *windowDashPembelian;
// LAYOUT
GtkWidget *layoutDashPembelian;
// LABEL
GtkWidget *labelTimeNow;
// INPUT
GtkWidget *entryNamaPembeli;
GtkWidget *entryTiketDibeli;
GtkWidget *comboBox;
GtkWidget *comboBoxWaktu;
bool exitDashPembelian;
void reset window(GtkWidget *widget) {
    exitDashPembelian = true;
void combo selected(GtkWidget *comboBox) {
    // GET ACTIVE TEXT FROM COMBOBOX
    gchar *getFilmDipilih =
gtk combo box text get active text(GTK COMBO BOX TEXT(comboBox));
    char chrGetFilmDipilih[50];
    reset_string(chrGetFilmDipilih, 50);
    sprintf(chrGetFilmDipilih, "%s", getFilmDipilih);
    // RESET COMBOBOX WAKTU
    gtk_combo_box_text_remove_all(GTK_COMBO_BOX_TEXT(comboBoxWaktu));
    // ADD COMBOBOX WAKTU WITH NEW DATA ACCORDING TO ACTIVE TEXT
    int i,j;
    for (i = 0; i < 4; i++) {
```

```
// FIND THE ACTIVE TEXT IN THE ARRAY
        char compFilmDipilih[50];
        reset_string(compFilmDipilih, 50);
        strcpy(compFilmDipilih, FilmName[i]);
        if(strcmp(compFilmDipilih, chrGetFilmDipilih) == 0){
            // IF FOUND
           for (j =0; j < 3; j++) {
// ADD COMBOBOX WAKTU WITH THE DATA
                char appendText[20];
               reset string(appendText, 20);
               strcpy(appendText, FilmTime[i][j]);
qtk combo box text append text (GTK COMBO BOX TEXT (comboBoxWaktu), appendText);
           break:
   gtk widget show all (windowDashPembelian);
void display_warn_pembelian(GtkWidget *widget, GtkWidget *window){
   GTK MESSAGE ERROR,
            GTK BUTTONS YES NO,
            "Konfirmasi Pembelian?");
   gtk widget set name(dialog, "warnDialog");
   gtk_window_set_title(GTK_WINDOW(dialog), "Warning");
   int res = gtk dialog run(GTK DIALOG(dialog));
   // GET USER INPUT IN GCHAR
   const gchar *gNamaPembeli = gtk_entry_get_text(GTK_ENTRY(entryNamaPembeli));
   const gchar *gTiketDibeli = gtk_entry_get_text(GTK_ENTRY(entryTiketDibeli));
   if (res == -8) { // YES
        char chrWaktuFilm[20];
        reset string(chrWaktuFilm, 20);
        // TIME CALC
        time t rawtime;
        struct tm *timeInfo;
        time(&rawtime);
        timeInfo = localtime(&rawtime);
        int timeNow, timeCompare = 0;
        timeNow = (10000 * timeInfo->tm_hour) + (100*timeInfo->tm_min) +
timeInfo->tm sec;
        // GET TIME FILM
        strcpy(chrWaktuFilm,
gtk_combo_box_text_get_active_text(GTK_COMBO_BOX_TEXT(comboBoxWaktu)));
        // CONVERT TIME STRING TO INT FOR COMPARISON WITH TIME NOW
        int i:
        for (i = 0; i < 5; i++){}
           if (chrWaktuFilm[i] == '.'){
               continue;
            }
            else{
               int temp = chrWaktuFilm[i] - '0';
               timeCompare = timeCompare * 10 + temp;
        timeCompare *= 100;
        // ERROR DETECTION
        if (g_strcmp0(gNamaPembeli, "") == 0 || g strcmp0(gTiketDibeli, "") ==
0){
            display_error_dialog("Nama atau tiket tidak boleh kosong!", window);
           gtk widget destroy(dialog);
```

```
else if(g strcmp0(gTiketDibeli, "0") == 0){
           display error dialog("Pembelian tiket minimal satu!", window);
           gtk widget destroy(dialog);
       else if(timeCompare < timeNow){</pre>
           display error dialog("Waktu pembelian tiket telah ditutup!",
window);
           gtk widget destroy(dialog);
       else{ // NO ERROR DETECTED
           char chrTiketDibeli[5];
           char chrFilmDipilih[50];
           reset string(chrFilmDipilih, 50);
           reset string(chrTiketDibeli, 5);
           // CONVERT GCHAR TO CHAR
           strcpy(chrFilmDipilih,
// CONVERT STRING TIKET TO INT
           int iTiketDibeli = 0, i = 0;
           while(chrTiketDibeli[i] != '\0'){
               int temp = chrTiketDibeli[i] - '0';
               iTiketDibeli = iTiketDibeli * 10 + temp;
           /* COUNT AVAILABLE CHAIR */
           FILE *f;
           f = fopen("data/studio chair data.txt", "r");
           char ch;
           int counterLine = 0, counterStudio = 0, temp = 0;
           while(!feof(f)){
               ch = fgetc(f);
               if (ch == '\n') {
                   AvailableChair[counterStudio][counterLine] = temp;
                   temp = 0;
                   counterLine++;
                   if (counterLine % 4 == 0) {
                       counterLine = 0;
                       counterStudio++;
               else{
                   if (ch == '0') {
                       temp++;
               }
           /* END OF COUNT AVAILABLE CHAIR */
           int tempStudioFilm, tempStdTime;
           bool isDoraemon = false;
            // COMPARISON
           if (strcmp("KKN Desa Penari", chrFilmDipilih) == 0){
               tempStudioFilm = 0;
           else if (strcmp("The Throne", chrFilmDipilih) == 0){
               tempStudioFilm = 1;
           else if (strcmp("Ready Player One", chrFilmDipilih) == 0){
               tempStudioFilm = 2;
           else{
               isDoraemon = true;
               if (strcmp("09.00-10.30", chrWaktuFilm) == 0){
                   tempStudioFilm = 2;
```

```
tempStdTime = 0;
                else if(strcmp("10.00-11.30", chrWaktuFilm) == 0){
                    tempStudioFilm = 1;
                    tempStdTime = 1;
                else if(strcmp("12.00-13.30", chrWaktuFilm) == 0){
                    tempStudioFilm = 0;
                    tempStdTime = 2;
            }
            // DORAEMON PLAYS IN DIFFERENT STUDIO
            if (!isDoraemon) {
                int i:
                for (i = 0; i < 4; i++){
                    if (strcmp(chrWaktuFilm, StudioTime[tempStudioFilm][i]) ==
0){
                         tempStdTime = i;
                         break;
                }
            }
            // COMPARE TICKET WITH CHAIR AVAILABLE
            if (AvailableChair[tempStudioFilm][tempStdTime] < iTiketDibeli){</pre>
                display error dialog("Jumlah tiket melebihi batas!", window);
                gtk widget destroy(dialog);
            else{ // AVAILABLE
                // CREATE NEW QUEUE
                qUser = (Queue*) malloc(sizeof(Queue));
                // USERNAME DAN TIKET
                strcpy(qUser->qUsername, gNamaPembeli);
                qUser->qTiketDibeli = iTiketDibeli;
                // TIME
                time t rawtime;
                struct tm *timeInfo;
                time(&rawtime);
                timeInfo = localtime(&rawtime);
                char chrTimeNow[100];
                reset string(chrTimeNow, 100);
                strcpy(chrTimeNow, timeToStr(timeInfo));
                strcpy(qUser->qBuyTime, chrTimeNow);
                // STUDIO FILM
                bool isDoraemon = false;
                if (strcmp("KKN Desa Penari", chrFilmDipilih) == 0){
                    qUser->qStudioFilm = 1;
                else if (strcmp("The Throne", chrFilmDipilih) == 0) {
                    qUser->qStudioFilm = 2;
                else if (strcmp("Ready Player One", chrFilmDipilih) == 0){
                    qUser->qStudioFilm = 3;
                else{
                    isDoraemon = true;
                    if (strcmp("09.00-10.30", chrWaktuFilm) == 0){
                         qUser->qStudioFilm = 3;
                         qUser->qStudioTime = 1;
                    else if(strcmp("10.00-11.30", chrWaktuFilm) == 0){
                         qUser->qStudioFilm = 2;
qUser->qStudioTime = 2;
                    else if(strcmp("12.00-13.30", chrWaktuFilm) == 0){
                         qUser->qStudioFilm = 1;
```

```
qUser->qStudioTime = 3;
                                                         }
                                              }
                                              // SEARCH FOR STUDIO TIME
                                              int tempStudioTime = qUser->qStudioFilm;
                                              tempStudioTime--;
                                              // DORAEMON PLAYS IN DIFFERENT STUDIO
                                              if (!isDoraemon) {
                                                          int i;
                                                          for (i = 0; i < 4; i++) {
                                                                     if (strcmp(chrWaktuFilm, StudioTime[tempStudioTime][i])
== 0){
                                                                                 qUser->qStudioTime = (i+1);
                                                                                break;
                                                         }
                                              }
                                              // COPY OTHER INFORMATION
                                              strcpy(qUser->qFilmName, chrFilmDipilih);
                                              strcpy(qUser->qFilmTime, chrWaktuFilm);
                                              strcpy(qUser->qFilmChair, "");
                                              // NEXT
                                              qUser->qNext = NULL;
                                              // ENQUEUE
                                              if (qFront == NULL) \{
                                                         qFront = qUser;
                                              else{
                                                         Queue *prev = qFront;
                                                          while (prev->qNext != NULL) {
                                                                    prev = prev->qNext;
                                                         prev->qNext = qUser;
                                               /* FILE OPERATION */
                                              FILE *f;
                                              f = fopen("data/user_ticket_data.txt", "a");
                                              fprintf(f, \frac{1}{8} | \frac{1}{8} d | \frac{1}{8} d | \frac{1}{8} d | \frac{1}{8} s | \frac{1}{
                                                                     qUser->qUsername, qUser->qTiketDibeli, qUser->qBuyTime,
                                                                     qUser->qStudioFilm, qUser->qStudioTime, qUser->qFilmName, qUser->qFilmTime, qUser->qFilmChair);
                                              fclose(f);
                                              /* END OF FILE OPERATION */
                                              // RESET INPUT
                                              gtk_entry_set_text(GTK_ENTRY(entryNamaPembeli), "");
                                              gtk_entry_set_text(GTK_ENTRY(entryTiketDibeli), "");
                                              gtk widget destroy(dialog);
                                               // SUCCESS
                                              display_info_dialog("Pembelian berhasil", window);
           else{
                      gtk widget destroy(dialog);
gboolean time handler(){
          gchar buf[100];
           if (exitDashPembelian) {
                      return false;
           GDateTime *now = g date time new now local();
```

```
gchar *my_time = g_date_time_format(now, "%H:%M:%S WITA");
    sprintf(buf, "%s", my_time);
    gtk widget destroy(labelTimeNow);
   labelTimeNow = gtk label new(buf);
   gtk layout put(GTK LAYOUT(layoutDashPembelian), labelTimeNow, 1000, 100);
   gtk_widget_show_all(windowDashPembelian);
   g free (my time);
   g date time unref(now);
   return true;
void display dashboard pembelian(){
   exitDashPembelian = false;
   // TIME CALC
   time_t rawtime;
   struct tm *timeInfo;
   time(&rawtime);
   timeInfo = localtime(&rawtime);
   char chrTimeNow[50];
   reset string(chrTimeNow, 20);
    sprintf(chrTimeNow, "%.2d:%.2d.%.2d WITA", timeInfo->tm hour, timeInfo-
>tm min, timeInfo->tm sec);
   int timeNow:
   timeNow = (10000 * timeInfo->tm hour) + (100*timeInfo->tm min) + timeInfo-
   // TIME STATUS
   char status[10];
   reset string(status, 10);
    // BACKGROUND
   GtkWidget *bgDashPembelian;
    // LABEL
   GtkWidget *labelTitle;
   GtkWidget *labelNamaPembeli;
   GtkWidget *labelTiketDibeli;
   GtkWidget *labelFilmDipilih;
   GtkWidget *labelWaktuDipilih;
   // BUTTON
   GtkWidget *buttonBackToDash;
   GtkWidget *buttonConfirmBeli;
   GtkWidget *buttonFilmTitle;
   GtkWidget *buttonFilmTime;
   GdkPixbuf *iconDashPembelian;
   gtk init(NULL, NULL);
   // WINDOW
   windowDashPembelian = gtk window new(GTK WINDOW TOPLEVEL);
   gtk_window_set_title(GTK_WINDOW(windowDashPembelian), "PEMBELIAN TIKET");
    gtk_window_set_default_size(GTK_WINDOW(windowDashPembelian), 1280, 720);
   gtk window set position (GTK WINDOW (windowDashPembelian),
GTK WIN POS CENTER);
    // LAYOUT
   layoutDashPembelian = gtk layout new(NULL, NULL);
   gtk container add(GTK CONTAINER (windowDashPembelian), layoutDashPembelian);
   iconDashPembelian = gdk pixbuf new from file("src/image/icon.png", NULL);
   gtk_window_set_icon(GTK_WINDOW(windowDashPembelian), iconDashPembelian);
    // BACKGROUND
   bgDashPembelian = gtk_image_new_from_file("src/image/Pembelian.png");
   gtk layout put(GTK LAYOUT(layoutDashPembelian), bgDashPembelian, 0, 0);
```

```
// LABEL
    labelTitle = gtk_label new("Menu Pembelian");
    gtk layout put(GTK LAYOUT(layoutDashPembelian), labelTitle, 550, 75);
    gtk widget set name(labelTitle, "labelTitle");
    labelNamaPembeli = gtk label new("Nama");
    gtk layout put (GTK LAYOUT (layoutDashPembelian), labelNamaPembeli, 150, 150);
    labelTiketDibeli = gtk label new("Jumlah Tiket:");
    gtk layout put(GTK LAYOUT(layoutDashPembelian), labelTiketDibeli, 150, 250);
    labelTimeNow = gtk label new(chrTimeNow);
    gtk layout put (GTK LAYOUT (layoutDashPembelian), labelTimeNow, 1000, 100);
    // ENTRY
    entryNamaPembeli = gtk entry new();
    gtk widget set size request(entryNamaPembeli, 250, 40);
    gtk_entry_set_placeholder_text(GTK ENTRY(entryNamaPembeli), "Masukkan nama
pembeli...");
    gtk layout put(GTK LAYOUT(layoutDashPembelian), entryNamaPembeli, 150, 190);
    entryTiketDibeli = gtk entry new();
    gtk_widget_set_size_request(entryTiketDibeli, 250, 40);
    gtk entry set placeholder text(GTK ENTRY(entryTiketDibeli), "Masukkan jumlah
    gtk layout put(GTK LAYOUT(layoutDashPembelian), entryTiketDibeli, 150, 290);
    // BUTTON
    buttonBackToDash = gtk button new with label("Dashboard");
    gtk widget set name (buttonBackToDash, "buttonAction");
    gtk_layout_put(GTK_LAYOUT(layoutDashPembelian), buttonBackToDash, 150, 600);
    buttonConfirmBeli = gtk_button_new_with_label("Buat Pesanan");
    gtk layout put (GTK LAYOUT (layoutDashPembelian), buttonConfirmBeli, 1000,
    gtk widget set name(buttonConfirmBeli, "buttonAction");
    /* FILM TIME DISPLAY */
    int i,j;
    gint x = 550, y = 200; // POSITION
    for (i = 0; i < 4; i++) {
        x = 550;
        for (j = 0; j < 3; j++) {
            char filmTime[10];
            reset string(filmTime, 10);
            strcpy(filmTime, FilmTime[i][j]);
            // MAKE NEW BUTTON
            buttonFilmTime = gtk button new with label(filmTime);
            gtk layout put(GTK LAYOUT(layoutDashPembelian), buttonFilmTime, x,
у);
            gtk widget set size request(buttonFilmTime, 35, 20);
            // COMPARISON TIME
            int k, compareTime = 0;
            for (k = 0; k < 5; k++) {
                if (filmTime[k] == '.'){
                    continue;
                }
                else{
                    int temp = filmTime[k] - '0';
                    compareTime = compareTime * 10 + temp;
            compareTime *= 100;
            reset string(status, 10);
            strcpy(status, "avail");
            if (compareTime < timeNow) {</pre>
                reset_string(status, 10);
                strcpy(status, "late");
```

```
// GIVE COLOR TO BUTTON
            gtk widget set name(buttonFilmTime, status);
            x += 145:
        v += 100;
    /* END OF FILM TIME DISPLAY */
    /* FILM NAME DISPLAY */
    y = 150;
    x = 550;
    for (i = 0; i < 4; i++) {
        char filmName[50], chrTicketPrice[50];
        reset string(filmName, 50);
        reset string(chrTicketPrice, 50);
        strcpy(filmName, FilmName[i]);
strcat(filmName, " - Rp. ");
sprintf(chrTicketPrice, "%d", TicketPrice[i]);
        strcat(filmName, chrTicketPrice);
        buttonFilmTitle = gtk button new with label(filmName);
        gtk_widget_set_name(buttonFilmTitle, "namaFilm");
        gtk layout put (GTK LAYOUT (layoutDashPembelian), buttonFilmTitle, x, y);
        gtk widget set size request (buttonFilmTitle, 425, 50);
        y += 100;
    /* END OF FILM NAME DISPLAY */
    labelFilmDipilih = gtk label new("Pilih Film:");
    gtk layout put(GTK LAYOUT(layoutDashPembelian), labelFilmDipilih, 150, 350);
    // COMBOBOX
    comboBox = gtk_combo_box_text_new();
for (i =0; i< 4; i++){</pre>
        char appendText[50];
        reset string(appendText, 50);
        strcpy(appendText, FilmName[i]);
        gtk_combo_box_text_append_text(GTK_COMBO_BOX_TEXT(comboBox),
appendText);
    gtk layout put(GTK LAYOUT(layoutDashPembelian),comboBox, 150,390);
    labelWaktuDipilih = gtk label new("Pilih Waktu:");
    gtk layout put (GTK LAYOUT (layoutDashPembelian), labelWaktuDipilih, 150,
440);
    // COMBOBOX WAKTU
    comboBoxWaktu = gtk_combo_box_text_new();
    gtk combo box text append text(GTK COMBO BOX TEXT(comboBoxWaktu), "Silakan
pilih film dahulu!");
    gtk layout put(GTK LAYOUT(layoutDashPembelian),comboBoxWaktu, 150,480);
    // css
    GdkDisplay *display;
    display = gdk_display_get_default();
GdkScreen *screen;
    screen = gdk_display_get_default_screen(display);
    GtkCssProvider *css = gtk_css_provider_new();
    gtk css provider load from path(css, "src/css/dashboard pembelian.css",
NULL);
    gtk style context add provider for screen(screen, GTK STYLE PROVIDER(css),
GTK STYLE PROVIDER PRIORITY APPLICATION);
    // DISPLAY
    g_timeout_add(1000, (GSourceFunc)time handler, NULL);
    gtk widget show all (windowDashPembelian);
    g_signal_connect(windowDashPembelian, "destroy", G CALLBACK(gtk main quit),
NULL);
    g signal connect(windowDashPembelian, "destroy", G CALLBACK(reset window),
NULL);
```

```
g signal connect(buttonBackToDash, "clicked",
G CALLBACK(handle display dashboard), windowDashPembelian);
    g signal connect (buttonConfirmBeli, "clicked",
G CALLBACK(display warn pembelian), windowDashPembelian);
   g signal connect(comboBox, "changed", G CALLBACK(combo selected), NULL);
    gtk main();
void handle display dashboard pembelian(GtkWidget *widget, GtkWidget *window){
   gtk window close (GTK WINDOW (window));
    display_dashboard_pembelian();
```

```
dashboard_pemilihan.c
    #include "dashboard_pembelian.h"
 // LAYOUT
 GtkWidget *layoutPemilihanKursi;
 // LABEL
 GtkWidget *servePerson;
 GtkWidget *labelCountTicket;
GtkWidget *labelStudioName;
 GtkWidget *labelFilmTime;
 GtkWidget *labelTiketDipilih;
GtkWidget *labelEmptyData;
 // BUTTON
 GtkWidget *buttonAddKursi;
 GtkWidget *buttonUndoKursi;
GtkWidget *buttonKursi;
 // COMBO BOX
 GtkWidget *comboSelectKursi;
 int ChairSelected:
 void get user ticket from file(){
     char compUsr[100], compBuyTime[50], compFilmName[50], compFilmTime[20],
 compFilmChair[50];
     int compTicket, compStudioFilm, compStudioTime;
     reset string(compUsr, 100);
     reset string(compBuyTime, 50);
     reset string(compFilmName, 50);
     reset_string(compFilmTime, 20);
     reset string(compFilmChair, 50);
     compTicket = 0:
     compStudioFilm = 0;
     compStudioTime = 0;
     gFront = NULL;
     FILE *f:
     f = fopen("data/user ticket data.txt", "r");
     char ch;
     int idx = 1, counter = 0;
     while(!feof(f)){
          ch = fgetc(f);
          if (ch == '|') {
              counter = 0;
              idx++;
          else if (ch == '\n'){
              qUser = malloc(sizeof(Queue));
              strcpy(qUser->qUsername, compUsr);
              qUser->qTiketDibeli = compTicket;
              strcpy(qUser->qBuyTime, compBuyTime);
              qUser->qStudioFilm = compStudioFilm;
              qUser->qStudioTime = compStudioTime;
```

```
strcpy(qUser->qFilmName, compFilmName);
    strcpy(qUser->qFilmTime, compFilmTime);
    strcpy(qUser->qFilmChair, compFilmChair);
    qUser->qNext = NULL;
if (qFront == NULL) {
        qFront = qUser;
    else{
        Queue *prev;
        prev = qFront;
        while(prev->qNext != NULL) {
            prev = prev->qNext;
        prev->qNext = qUser;
    // reset
    reset string(compUsr, 100);
    reset_string(compBuyTime, 50);
    reset string(compFilmName, 50);
    reset string(compFilmTime, 20);
    reset_string(compFilmChair, 50);
    compTicket = 0;
    compStudioFilm = 0;
compStudioTime = 0;
    counter = 0;
    idx = 1;
else{
    if (idx == 1) {
        compUsr[counter] = ch;
        counter++;
    else if(idx == 2){
        int tempCompTicket = ch - '0';
        compTicket = compTicket*10 + tempCompTicket;
        counter++;
    else if (idx == 3) {
        compBuyTime[counter] = ch;
        counter++;
    else if (idx == 4) {
        int tempCompStudioFilm = ch - '0';
        compStudioFilm = tempCompStudioFilm;
        counter++;
    else if (idx == 5) {
        int tempCompStudioTime = ch - '0';
        compStudioTime = tempCompStudioTime;
        counter++;
    else if (idx == 6) {
        compFilmName[counter] = ch;
        counter++;
    else if (idx == 7) {
        compFilmTime[counter] = ch;
        counter++;
    else if (idx == 8) {
        compFilmChair[counter] = ch;
        counter++;
```

```
fclose(f);
void write user ticket to file(){
   FILE *\overline{f};
    f = fopen("data/user ticket data.txt", "w");
    Queue *curr;
    curr = qFront;
    while (curr != NULL) {
        fprintf(f, "%s|%d|%s|%d|%d|%s|%s|%s\n",curr->qUsername, curr-
>qTiketDibeli, curr->qBuyTime, curr->qStudioFilm, curr->qStudioTime, curr-
>qFilmName, curr->qFilmTime, curr->qFilmChair);
        curr = curr->qNext;
    fclose(f);
void display warn pemilihan kursi(GtkWidget *widget, GtkWidget *window){
    bool afterDel = false;
    if (qFront == NULL) {
        display_error_dialog("Data pelanggan kosong", window);
    else if(gFront->gTiketDibeli != ChairSelected){
        display error dialog("Jumlah tiket tidak sama", window);
    else{ // NO ERROR
        afterDel = true;
        GtkWidget *dialog;
        dialog = gtk_message_dialog_new(GTK_WINDOW(window),
                GTK DIALOG DESTROY WITH PARENT,
                GTK MESSAGE ERROR,
                GTK_BUTTONS_YES_NO,
"Konfirmasi Pemilihan Kursi?");
        gtk_widget_set_name(dialog, "warnConfirm");
        gtk window set title (GTK WINDOW (dialog), "Warning");
        int res = gtk_dialog_run(GTK DIALOG(dialog));
        if (res == -8) { // YES
            char tempWriteToData[100];
            char tempFilmName[3];
            reset string(tempWriteToData, 100);
            reset string(tempFilmName, 3);
            // GET DATA FROM TIKET DIPILIH
            strcpy(tempWriteToData,
gtk_label_get_label(GTK_LABEL(labelTiketDipilih)));
            \overline{\text{int i}} = 0, \overline{\text{counter}} = 0;
            while(tempWriteToData[i] != '\0'){
                 if (tempWriteToData[i] == '\n') {
                     reset string(tempFilmName, 3);
                     counter = 0;
                 else{
                     tempFilmName[counter] = tempWriteToData[i];
                     counter++;
                     if (counter == 2) {
                         // SEARCH FILM CHAIR
                         int j, savePos;
                         for (j = 0; j < 16; j++){
                             if (strcmp(FilmChair[j], tempFilmName) == 0) {
                                  savePos = j;
                                  j += 16; // BREAK LOOP
                         // CHANGE ARRAY
                         StudioChair[(qFront->qStudioFilm) - 1][(qFront-
>qStudioTime - 1)][savePos] = 1;
                     }
                 i++;
```

```
/* FILE OPERATION STUDIO CHAIR DATA */
        FILE *f;
        f = fopen("data/studio chair data.txt", "w");
        int a, b, c;
        for (a = 0; a < 3; a++) {
             for (b = 0; b < 4; b++) \{
                 for (c = 0; c < 16; c++) {
    fprintf(f, "%d", StudioChair[a][b][c]);
                 fprintf(f, "\n");
             }
        fclose(f);
        /* END OF FILE OPERATION STUDIO CHAIR DATA */
        // COPY DATA TIKET TO QUEUE
        char tempChairSelected[100];
        reset_string(tempChairSelected, 100);
Stack *now = sTop;
        while (now != NULL) {
             strcat(tempChairSelected, now->sChairName);
             strcat(tempChairSelected, " ");
             now = now->sNext;
        strcpy(qFront->qFilmChair, tempChairSelected);
        // WRITE TO FILE
        f = fopen("data/user_invoice_data.txt", "a");
        fprintf(f, "%s|%d|%s|%d|%d|%s|%s|%s\n",
                 qFront->qUsername, qFront->qTiketDibeli, qFront->qBuyTime,
                 qFront->qStudioFilm, qFront->qStudioTime,
                 qFront->qFilmName, qFront->qFilmTime, qFront->qFilmChair);
        fclose(f);
        // END OF WRITE TO FILE
        // DEQUEUE
        Queue *curr;
        curr = qFront;
        while (curr->qNext != NULL) {
             curr = curr->qNext;
        if(curr == qFront) {
             qFront = NULL;
             free (curr);
             curr = NULL;
        else{
             curr = qFront;
             qFront = qFront->qNext;
             free (curr);
             curr = NULL;
        // WRITE AGAIN
        write_user_ticket_to_file();
        gtk_widget_destroy(dialog);
        display info dialog("Pemilihan Kursi Berhasil!", window);
    else{
        gtk widget destroy(dialog);
if(qFront == NULL){
    gtk label set text(GTK LABEL(labelCountTicket), "Data kosong");
    gtk label set text(GTK LABEL(servePerson), "Data kosong");
    gtk_label_set_text(GTK_LABEL(labelStudioName), "Data kosong");
gtk_label_set_text(GTK_LABEL(labelFilmTime), "Data kosong");
    gtk_label_set_text(GTK_LABEL(labelEmptyData), "Data kosong");
    if (afterDel) {
        gtk window close(GTK WINDOW(window));
```

```
display dashboard pemilihan kursi();
    else{
        gtk widget destroy(labelTiketDipilih);
        // REMOVE FROM STACK
        while(sTop != NULL){
            Stack *curr = sTop;
            sTop= sTop->sNext;
            free (curr);
            curr = NULL;
        free(sTop);
        sTop = NULL;
        // CHANGE DISPLAY
        char temp[3];
        reset_string(temp, 3);
sprintf(temp, "%d", qFront->qTiketDibeli);
        gtk_label_set_text(GTK_LABEL(labelCountTicket), temp);
        gtk_label_set_text(GTK_LABEL(servePerson), qFront->qUsername);
char tempStudioFilm[5];
        reset_string(tempStudioFilm, 5);
sprintf(tempStudioFilm, "%d", qFront->qStudioFilm);
        gtk label set text(GTK LABEL(labelStudioName),tempStudioFilm);
        gtk label set text(GTK LABEL(labelFilmTime), qFront->qFilmTime);
        // RESET COMBO BOX
        gtk combo box text remove all(GTK COMBO BOX TEXT(comboSelectKursi));
        // ADD DATA TO COMBO BOX
        int counter;
        int i, j, delpos;
        // COMBO BOX
        for (i = 0; i < 16; i++) {
            char temp[5];
             reset_string(temp, 5);
             strcpy(temp, FilmChair[i]);
             gtk combo box text append text(GTK COMBO BOX TEXT(comboSelectKursi),
temp);
        // READ STUDIO CHAIR FROM FILE
        FILE *f;
        f = fopen("data/studio_chair_data.txt", "r");
        char ch;
        int studio = 0, waktu = 0, kursi = 0;
        while(!feof(f)){
            ch = fgetc(f);
if (ch == '\n' && waktu == 3){
                 studio++;
                 waktu = 0;
                 kursi = 0;
             else if (ch == '\n' && waktu < 3) {
                 waktu++;
                 kursi = 0;
             else{
                 int temp = ch - '0';
                 StudioChair[studio][waktu][kursi] = temp;
                 kursi++;
             }
        fclose(f);
        // DELETE COMBO BOX
        counter = 0;
        delpos = counter;
```

```
gint x = 400, y = 260;
        for (i = 0; i < 4; i++) {
            x = 400:
            for (j = 0; j < 4; j++){}
                char copyCounter[3];
                strcpy(copyCounter, FilmChair[counter]);
                buttonKursi = gtk button new with label(copyCounter);
                if (StudioChair[(qFront->qStudioFilm - 1)][(qFront->qStudioTime
- 1)][counter] != 0){
                    gtk_widget_set_name(buttonKursi, "late");
// DELETE FROM COMBO BOX
gtk combo box text remove(GTK COMBO BOX TEXT(comboSelectKursi), delpos);
                else{
                     // add to stack
                     sChair = (Stack*)malloc(sizeof(Stack));
                     strcpy(sChair->sChairName, FilmChair[counter]);
                     sChair->sNext = NULL;
                     if (sTopChair == NULL) {
                         sTopChair = sChair;
                     else{
                         Stack *prev = sTopChair;
                         while (prev->sNext != NULL) {
                             prev = prev->sNext;
                         prev->sNext = sChair;
                     delpos++;
                counter++;
                gtk layout put(GTK LAYOUT(layoutPemilihanKursi), buttonKursi, x,
y);
                gtk widget set size request(buttonKursi, 50,50);
                x += 100;
            y += 100;
        gtk_widget_show_all(window);
        gtk window close(GTK WINDOW(window));
        display dashboard pemilihan kursi();
void add kursi(GtkWidget *widget, GtkWidget *window) {
    if (sTopChair == NULL) {
        display_error_dialog("Kursi telah habis dipesan", window);
    else{
        // GET INPUT
        char text[10];
        reset string(text, 10);
        strcpy(text,
gtk_combo_box_text_get_active_text(GTK_COMBO_BOX_TEXT(comboSelectKursi)));
        // SEARCH POSITION TO REMOVE IN COMBOBOX
        Stack *curr;
        curr = sTopChair;
        int count = -1;
        while (curr != NULL) {
            count++;
            if (strcmp(curr->sChairName, text) == 0) {
                 if (sTopChair->sNext == NULL) {
                     sTopChair = NULL;
                     free (curr);
                     curr = NULL;
```

```
if (curr == sTopChair) {
                         sTopChair = sTopChair->sNext;
                         free (curr);
                         curr = NULL;
                     else{
                         Stack *prev;
                         prev = sTopChair;
                         while (prev->sNext != curr) {
                             prev = prev->sNext;
                         prev->sNext = curr->sNext;
                         curr->sNext = NULL;
                         free (curr);
                         curr = NULL;
                break;
            curr = curr->sNext;
        gtk combo box text remove(GTK COMBO BOX TEXT(comboSelectKursi), count);
        // ADD TO STACK
        ChairSelected++;
        sChair = (Stack*)malloc(sizeof(Stack));
        strcpy(sChair->sChairName, text);
        sChair->sNext = NULL;
        if (sTop == NULL) {
            sTop = sChair;
        else{
            Stack *prev;
            prev = sTop;
            while (prev->sNext != NULL) {
                prev = prev->sNext;
            prev->sNext = sChair;
        // DISPLAY STACK
        Stack *now;
        now = sTop;
        char textDisplay[100];
        reset string(textDisplay, 100);
        while (now != NULL) {
            strcat(textDisplay, now->sChairName);
            strcat(textDisplay, "\n");
            now = now->sNext;
        gtk_widget_destroy(GTK_WIDGET(labelTiketDipilih));
        labelTiketDipilih = gtk label new(textDisplay);
        gtk layout put(GTK LAYOUT(layoutPemilihanKursi), labelTiketDipilih, 800,
200);
        gtk widget show all(window);
void undo kursi(GtkWidget *widget, GtkWidget *window){
    char text[10];
    reset string(text, 10);
   ChairSelected--;
   if (sTop == NULL) {
        display error dialog("Error belum ada dipilih!", window);
   else{
        // POP FROM STACK
        Stack *curr = sTop, *prev = sTop;
if (sTop->sNext == NULL) {
            strcpy(text, sTop->sChairName);
```

```
free (sTop);
            sTop = NULL;
        else{
            while(curr->sNext != NULL) {
            curr = curr->sNext;
            while (prev->sNext != curr) {
                prev = prev->sNext;
            prev->sNext = NULL;
            strcpy(text, curr->sChairName);
            free (curr);
            curr = NULL;
        // DISPLAY STACK
        char textDisplay[100];
        reset_string(textDisplay, 100);
Stack *now;
        now = sTop;
        while (now != NULL) {
           strcat(textDisplay, now->sChairName);
            strcat(textDisplay, "\n");
            now = now->sNext;
        gtk widget destroy(GTK WIDGET(labelTiketDipilih));
        labelTiketDipilih = gtk label new(textDisplay);
        gtk layout put(GTK LAYOUT(layoutPemilihanKursi), labelTiketDipilih, 800,
200);
        gtk widget show all (window);
        // ADD TO STACK CHAIR
        sChair = (Stack*)malloc(sizeof(Stack));
        strcpy(sChair->sChairName, text);
        sChair->sNext = NULL;
        if(sTopChair == NULL){
            sTopChair = sChair;
        else{
            Stack *prev;
            prev = sTopChair;
            while(prev->sNext != NULL) {
                prev = prev->sNext;
            prev->sNext = sChair;
        // SORT STACK CHAIR
        bool isSorted = false;
        while(!isSorted){
            isSorted = true;
            Stack *curr = sTopChair;
            while (curr->sNext != NULL) {
                if (strcmp(curr->sChairName, curr->sNext->sChairName) > 0) {
                    isSorted = false;
                    Stack *temp;
                    temp = (Stack*)malloc(sizeof(Stack));
                    strcpy(temp->sChairName, curr->sChairName);
                    strcpy(curr->sChairName, curr->sNext->sChairName);
                    strcpy(curr->sNext->sChairName, temp->sChairName);
                    free (temp);
                    temp = NULL;
                curr = curr->sNext;
            }
        }
        // SEARCH POSITION
```

```
int counter = -1;
        curr = sTopChair;
        while(curr != NULL) {
            counter++;
            if(strcmp(curr->sChairName, text) == 0){
                break;
            curr = curr->sNext;
        // ADD TO COMBOBOX AT RIGHT POSITION
       gtk combo box text insert text(GTK COMBO BOX TEXT(comboSelectKursi),
counter, text);
   }
void display dashboard pemilihan kursi(){
   get user ticket from file();
   sTopChair = NULL;
   sTop = NULL;
    int counter = 0;
   ChairSelected = 0;
   GtkWidget *windowPemilihanKursi;
   GtkWidget *bgPemilihanKursi;
   GtkWidget *labelTitle;
   GtkWidget *labelServePeople;
   GtkWidget *labelTicketAvail;
   GtkWidget *labelNoStudio;
   GtkWidget *labelTiketSementara;
    // BUTTON
   GtkWidget *buttonBackToDash;
   GtkWidget *buttonConfirmPilih;
   GtkWidget *buttonScreenArea;
    // TCON
   GdkPixbuf *iconPemilihanKursi;
   gtk init(NULL, NULL);
   windowPemilihanKursi = gtk window new(GTK WINDOW TOPLEVEL);
   gtk_window_set_title(GTK_WINDOW(windowPemilihanKursi), "Pemilihan Kursi");
   gtk_window_set_default_size(GTK_WINDOW(windowPemilihanKursi), 1280, 720);
    gtk window set position (GTK WINDOW (windowPemilihanKursi),
GTK WIN POS CENTER);
    // LAYOUT
   layoutPemilihanKursi = gtk layout new(NULL, NULL);
   gtk container add(GTK CONTAINER (windowPemilihanKursi),
layoutPemilihanKursi);
    // ICON
   iconPemilihanKursi= gdk pixbuf new from file("src/image/icon.png", NULL);
   gtk window set icon(GTK WINDOW(windowPemilihanKursi), iconPemilihanKursi);
    // BACKGROUND
   bgPemilihanKursi = gtk image new from file("src/image/Pembelian.png");
   gtk layout put(GTK LAYOUT(layoutPemilihanKursi), bgPemilihanKursi, 0, 0);
   labelTiketDipilih = gtk label new("");
   labelTiketSementara = qtk label new("Tiket yang Sudah Dipilih:");
   gtk_layout_put(GTK_LAYOUT(layoutPemilihanKursi), labelTiketSementara, 800,
150);
    labelTitle = gtk label new("Menu Pemilihan Kursi");
```

```
gtk layout put(GTK LAYOUT(layoutPemilihanKursi), labelTitle, 500, 75);
    gtk widget set name(labelTitle, "labelTitle");
    labelServePeople = gtk label new("Pelanggan:");
    gtk layout put (GTK LAYOUT (layoutPemilihanKursi), labelServePeople, 150,
200):
    if(qFront == NULL){
        labelEmptyData = gtk label new("Data kosong");
        servePerson = gtk_label_new("Data kosong");
        labelCountTicket = gtk_label_new("Data kosong");
        labelStudioName = gtk label new("Data kosong");
        labelFilmTime = gtk label new("Data kosong");
    else{
        labelEmptyData = gtk label new("");
        char temp[3];
        reset string(temp, 3);
        sprintf(temp, "%d", qFront->qTiketDibeli);
        labelCountTicket = gtk_label_new(temp);
        servePerson = gtk label new(qFront->qUsername);
        char tempStudioFilm[5];
        reset string(tempStudioFilm, 5);
        sprintf(tempStudioFilm, "%d", qFront->qStudioFilm);
        labelStudioName = gtk label new(tempStudioFilm);
        labelFilmTime = gtk_label_new(qFront->qFilmTime);
        buttonAddKursi = qtk button new with label("Tambahkan");
        gtk_widget_set_name(buttonAddKursi, "buttonAction");
        gtk_layout_put(GTK_LAYOUT(layoutPemilihanKursi), buttonAddKursi, 150,
500):
        buttonUndoKursi = gtk_button_new_with_label("Batalkan");
gtk_widget_set_name(buttonUndoKursi, "buttonAction");
        gtk layout put(GTK LAYOUT(layoutPemilihanKursi), buttonUndoKursi, 300,
500):
        buttonScreenArea = gtk_button_new_with_label("Screen Area");
gtk_widget_set_name(buttonScreenArea, "screenArea");
        gtk layout put (GTK LAYOUT (layout Pemilihan Kursi), button Screen Area, 500,
500);
        gtk widget set size request(buttonScreenArea, 300, 10);
        int i, j, delpos;
        // COMBO BOX
        comboSelectKursi = gtk combo box text new();
        for (i = 0; i < 16; i++) {
            char temp[5];
            reset_string(temp, 5);
            strcpy(temp, FilmChair[i]);
            gtk combo box text append text(GTK COMBO BOX TEXT(comboSelectKursi),
temp);
        gtk layout put(GTK LAYOUT(layoutPemilihanKursi), comboSelectKursi, 150,
400);
        gtk widget set name(comboSelectKursi, "comboKursi");
        gtk widget set size request (comboSelectKursi, 80, 30);
        // READ DATA FROM STUDIO CHAIR DATA
        FILE *f;
        f = fopen("data/studio chair data.txt", "r");
        int studio = 0, waktu = 0, kursi = 0;
        while(!feof(f)){
            ch = fgetc(f);
            if (ch == '\n' \&\& waktu == 3){
                 studio++;
```

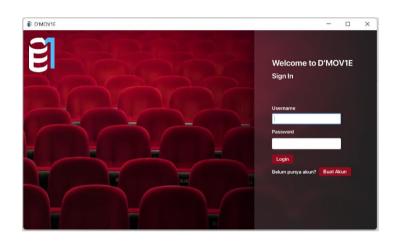
```
waktu = 0;
                kursi = 0;
            else if (ch == '\n' && waktu < 3) {
                waktu++;
                kursi = 0;
            else{
                int temp = ch - '0';
                StudioChair[studio][waktu][kursi] = temp;
                kursi++;
        fclose(f);
        // END OF READ DATA FROM STUDIO CHAIR DATA
        // COMBOBOX CREATION
        counter = 0;
        delpos = counter;
        gint x = 500, y = 210;
        for (i = 0; i < 4; i++) {
            x = 500;
            for (j = 0; j < 4; j++) {
                char copyCounter[3];
                strcpy(copyCounter, FilmChair[counter]);
                buttonKursi = gtk button new with label(copyCounter);
                if (StudioChair[(qFront->qStudioFilm - 1)][(qFront->qStudioTime
- 1)][counter] != 0){
                    gtk widget set name(buttonKursi, "late");
                    // DON'T ADD TO COMBOBOX
gtk_combo_box_text_remove(GTK COMBO BOX TEXT(comboSelectKursi), delpos);
                else{
                    gtk widget set name(buttonKursi, "avail");
                    // ADD TO STACK CHAIR
                    sChair = (Stack*)malloc(sizeof(Stack));
                    strcpy(sChair->sChairName, FilmChair[counter]);
                    sChair->sNext = NULL;
                    if (sTopChair == NULL) {
                        sTopChair = sChair;
                    else{
                        Stack *prev = sTopChair;
                        while (prev->sNext != NULL) {
                            prev = prev->sNext;
                        prev->sNext = sChair;
                    delpos++;
                gtk layout put(GTK LAYOUT(layoutPemilihanKursi), buttonKursi, x,
y);
                gtk widget set size request(buttonKursi, 50,50);
                x + = 70;
            y += 70;
        // ADD AND REMOVE CHAIR SIGNAL
        g signal connect(buttonAddKursi, "clicked", G CALLBACK(add kursi),
windowPemilihanKursi);
        {\tt g\_signal\_connect(buttonUndoKursi, "clicked", G\_CALLBACK(undo\_kursi),}
windowPemilihanKursi);
    gtk layout put(GTK LAYOUT(layoutPemilihanKursi), servePerson,300, 200);
    gtk_layout_put(GTK_LAYOUT(layoutPemilihanKursi), labelCountTicket, 300,
150);
    gtk_layout_put(GTK_LAYOUT(layoutPemilihanKursi), labelStudioName, 230, 250);
    gtk layout put (GTK LAYOUT (layout Pemilihan Kursi), labelFilm Time, 350, 250);
```

```
gtk layout put (GTK LAYOUT (layoutPemilihanKursi), labelEmptyData, 800, 200);
    // LABEL
    labelTicketAvail = gtk label new("Jumlah Tiket: ");
    gtk layout put(GTK LAYOUT(layoutPemilihanKursi), labelTicketAvail, 150,
    labelNoStudio = gtk_label_new("Studio: ");
    gtk layout put(GTK LAYOUT(layoutPemilihanKursi), labelNoStudio, 150 ,250);
    // BUTTON
    buttonBackToDash = gtk_button_new_with_label("Dashboard");
gtk widget set name(buttonBackToDash, "buttonAction");
    gtk layout put(GTK LAYOUT(layoutPemilihanKursi ), buttonBackToDash, 150,
    buttonConfirmPilih = gtk button new with label("Pilih Kursi");
    gtk widget set name(buttonConfirmPilih, "buttonAction");
    gtk layout put (GTK LAYOUT (layoutPemilihanKursi), buttonConfirmPilih, 1000,
600);
    GdkDisplay *display;
    display = gdk_display_get_default();
    GdkScreen *screen;
    screen = gdk_display_get_default_screen(display);
GtkCssProvider *css = gtk_css_provider_new();
gtk_css_provider_load_from_path(css, "src/css/dashboard_pemilihan.css",
NULL);
    gtk style context add provider for screen(screen, GTK STYLE PROVIDER(css),
GTK STYLE PROVIDER PRIORITY APPLICATION);
    // DISPLAY
    gtk_widget_show_all(windowPemilihanKursi);
    g signal connect(windowPemilihanKursi, "destroy", G CALLBACK(gtk main quit),
NULL);
    g_signal_connect(buttonBackToDash, "clicked",
G_CALLBACK(handle_display_dashboard), windowPemilihanKursi);
    g signal connect(buttonConfirmPilih, "clicked",
G CALLBACK (display warn pemilihan kursi), windowPemilihanKursi);
    gtk main();
void handle_display_dashboard pemilihan kursi(GtkWidget *widget, GtkWidget
    gtk window close(GTK WINDOW(window));
    display_dashboard_pemilihan kursi();
```

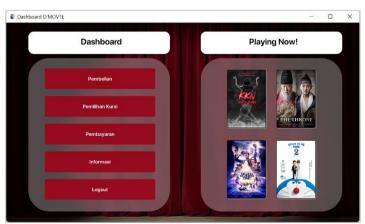
Informasi lengkap mengenai aplikasi dan source codenya dapat dilihat melalui tautan: https://github.com/putuwaw/d-mov1e

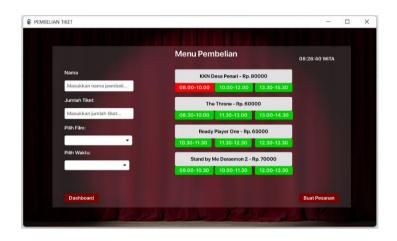
3.2 Hasil Capture

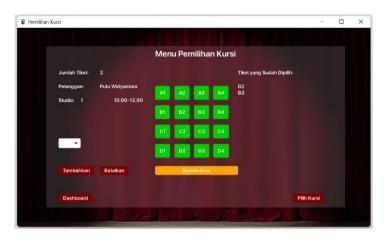
Berikut adalah hasil *capture* atau *screenshot* dari program dengan beberapa uji coba inputan:

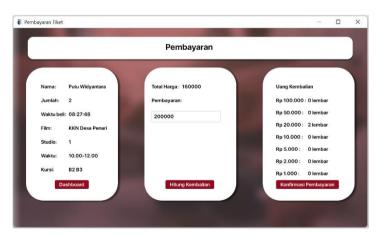


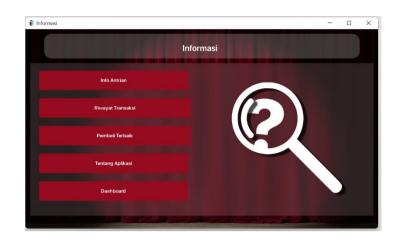


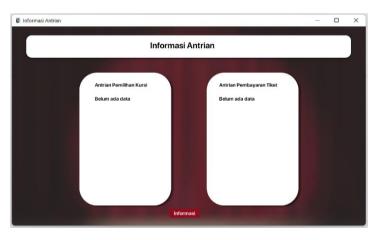


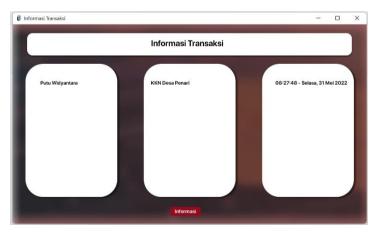


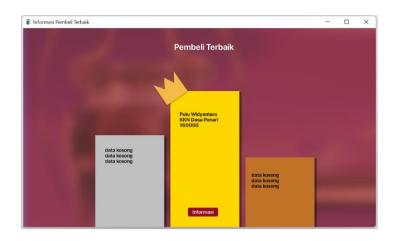














BAB IV

PENUTUP

4.1 Kesimpulan

Dari hasil praktikum tugas akhir yang sudah dikerjakan dan dibuat bersamasama dengan anggota kelompok. Kami dapat mengambil kesimpulan bahwa pembuatan tugas akhir ini menggunakan hampir seluruh materi yang digunakan disaat perkuliahan dan contoh implementasinya seperti ketika membuat sign up page dimana kita memerlukan username dan password, tentunya password tersebut harus tetap menjadi rahasia sehingga menggunakan metode hashing untuk melakukan enkripsi pada password tersebut dan ketika membuat sign in page, kita diharuskan untuk membuat source code yang berfungsi untuk mengecek kecocokan masukan username dan password dari user dengan username dan password yang telah terdaftar di program tersebut atau pada database program. selain itu, queue juga berperan penting pada program ini yang digunakan untuk eksekusi pada user yang masuk terlebih dahulu jadi dengan algoritma "first in first out" ketika akan dilakukannya pemilihan kursi, sedangkan untuk pemilihan kursi ini menggunakan materi stack, dimana ketika akan melakukan penghapusan pilihan yang pertama kali dihapus adalah top of stack tersebut.