Lab 10 TINY THEATER TICKET SALES

A theater seating chart is implemented as a two-dimensional array of ticket prices like this:

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20 30 30 40 50 50 40 30 30 20

30 40 50 50 50 50 50 50 40 30

The bottom row is row 1 and the top row is row 9.   
The first seat on the left in each row is seat 1 and the last seat on the right is seat 10.

Write a program that allows users to pick a seat.

1. First, display the seating chart with the prices as a 9x10 table with rows numbered on the left and seats numbered on the top.
2. Prompt the user to pick a seat either by entering a seat (row, seat number) or a price.
3. Mark sold seats by changing the price to 0.
4. When a user specifies a seat, make sure it is available. If not, tell the user it is not available and give them another chance.
5. When a user specifies a price, find any seat with that price and tell the user what seat it is (by row, seat number).
6. After each seat is sold, re-display the seating chart (showing the available seats) and let the program run until all of the seats are sold.

You may write this program any way you wish (all in one main class or object-oriented).

Create a well-designed object-oriented program.

As always, be sure to zip the program file and upload to Canvas.