
PROGRAMMING PROBLEM III

Book My Seat

PROBLEM STATEMENT

"Book My Seat" the next generation seat booking system, which allows movie goers to reserve\book their preferred seats for any movie. It does that by providing a nice GUI that mimics the movie hall seating arrangements and allows user to make seat selection. The app is inspired from www.bookmyshow.com seat booking UI. Please look at the bookmyshow UI to understand the behavior desired for seat booking.

Create a desktop application for "Book My Seat" with the desired functionality.

This version would support

- Two type of seating capacity "Standard", "Premium"
- Ability to select number of seats required.
- Ability to select the specific seats within the layout.
- Track availability of the seats.
- Ability to differentiate between available and booked seat.
- Reject request if specific type of seats are not available.

USER INTERFACE

Ticket Type

Qty

Q

P

N

M

L

K

J

H

G

F

E

Key to Seat Layout :

☐ Available

☐ Unavailable

☐ Your Selection

PROCEED

FIGURE 1 BOOK MY SEAT

BEHAVIOR

- User selects the type of seat desired and the number of seats.
- He can then use the mouse pointer to highlight the seat he want to select for this booking.
 - The seat selection should mimic the behavior that is available on www.bookmyshow.com
- Once he selects the desired seats he clicks "Proceed" button.
- On clicking the proceed button the Ticket Type and Ticket count selection should be clear and the seats should be marked as "Unavailable", so that they cannot be selected in future.
- The user can repeat this process.

EVALUATION GUIDELINE

- You code should run correctly without any errors. Add validations and test your application for boundary cases.
- We are interested in how you organize your code.
- New features would be added to this application. Keep that in mind while implementing the application.
- Your code should be readable without requiring your inputs during review. Use proper naming conventions for method and variable names.

REFERENCES

These books\references would help you get up and speed with C# programming language.

[C# Fundamentals](#) : Series of 25 videos for beginners. First 20 videos give you a good handle on the technology.

[C# Essentials](#)

[C# Yellow Book](#) : Covers only the c# language. Does not cover desktop application creation.

[Visual C# Programming](#)