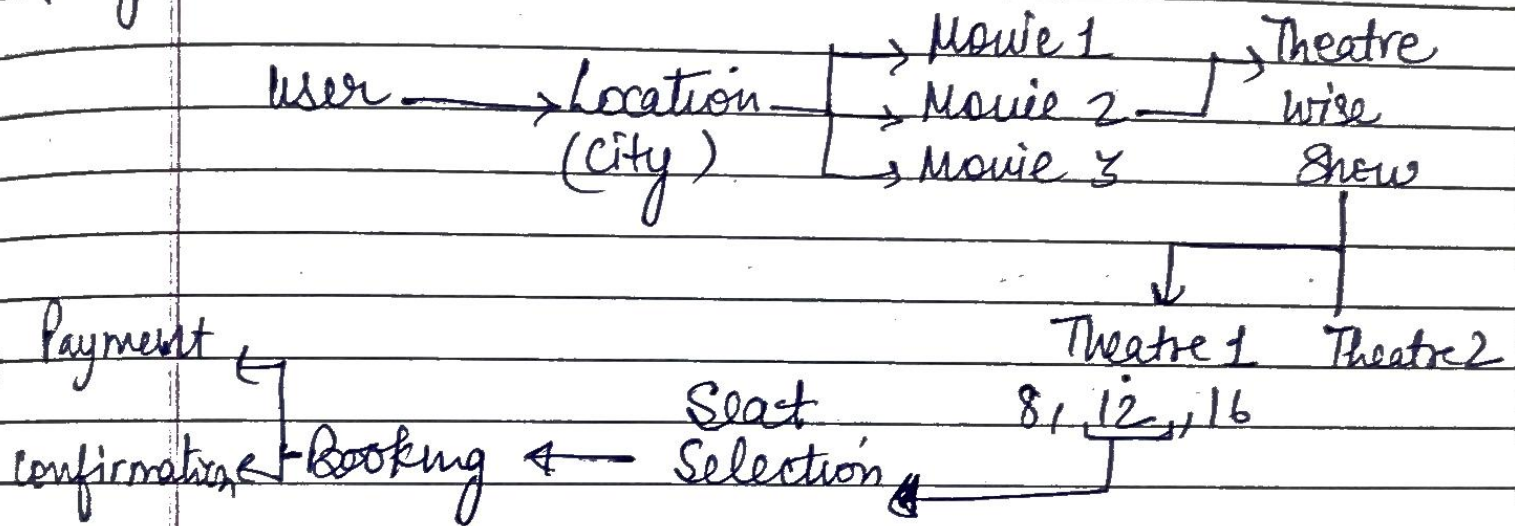


# DESIGN MOVIE TICKET BOOKING APP

Follow up : Concurrency Management  
How will you make sure that same ticket is not given to two or more people?

## Rough Flow



## objects

- user
- movie
- city
- Theatre
- Screen / Movie Hall
- Shows
- Seats
- Booking
- Payment

movies are highly tied with cities

I.

Movie

```
int movie_id;
string movie_name
int Duration
```

has

getter / setter  
of variables.

Movie Controller

```
map < city , List < Movie > >
List < Movie > movie
```

CRUD operations

```
addMovie ( )
getMovieByName (String)
List < Movie > getMovieByCity (String)
```

II.

Theatre

```
int theatre_id;
string add;
City city;
List < screen > screen
List < Show > Show
```

has

Screen

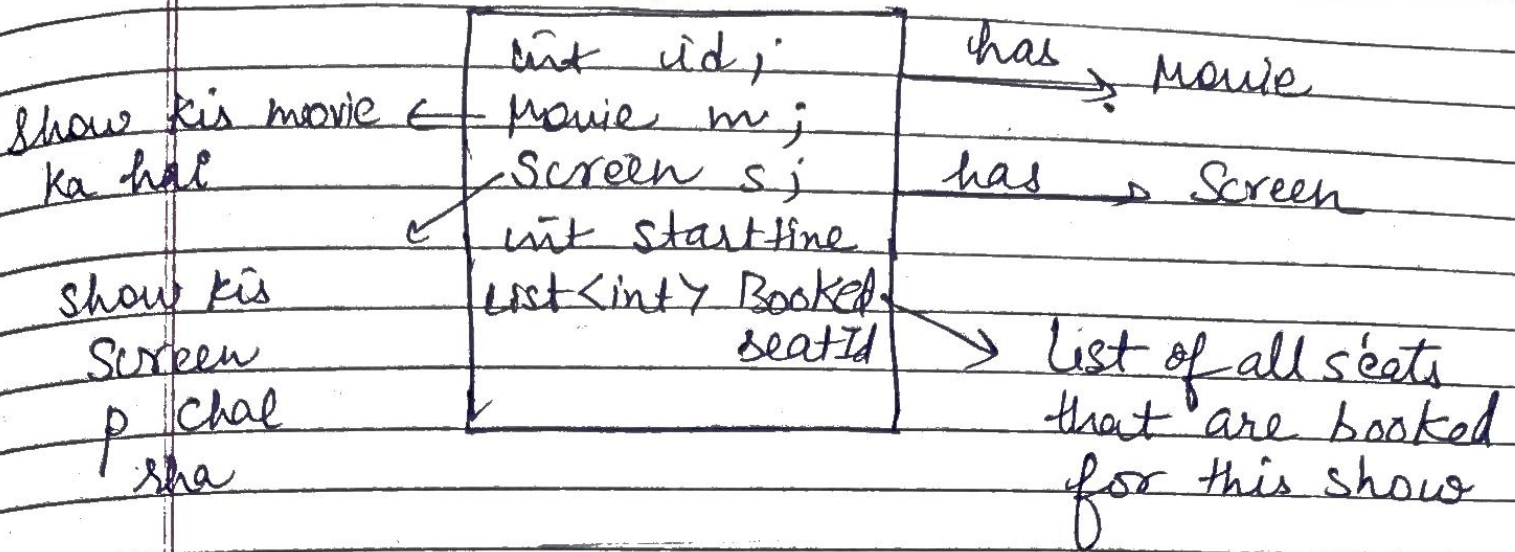
```
int id;
List < seat > l
```

1 theatre can  
have multiple  
halls

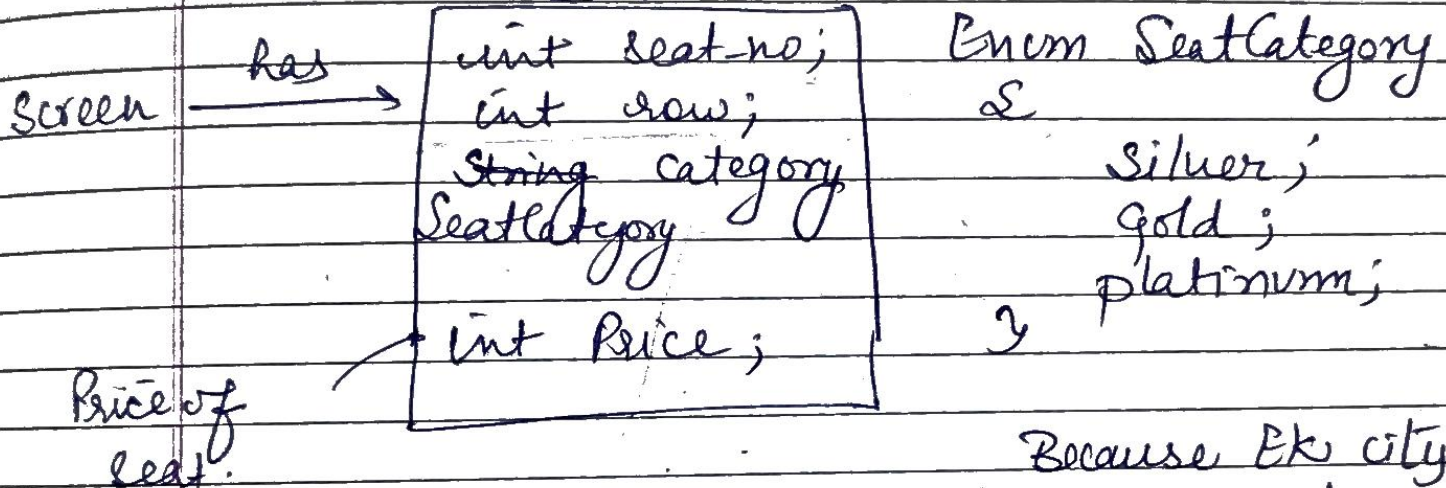
1 theatre can  
have multiple  
shows



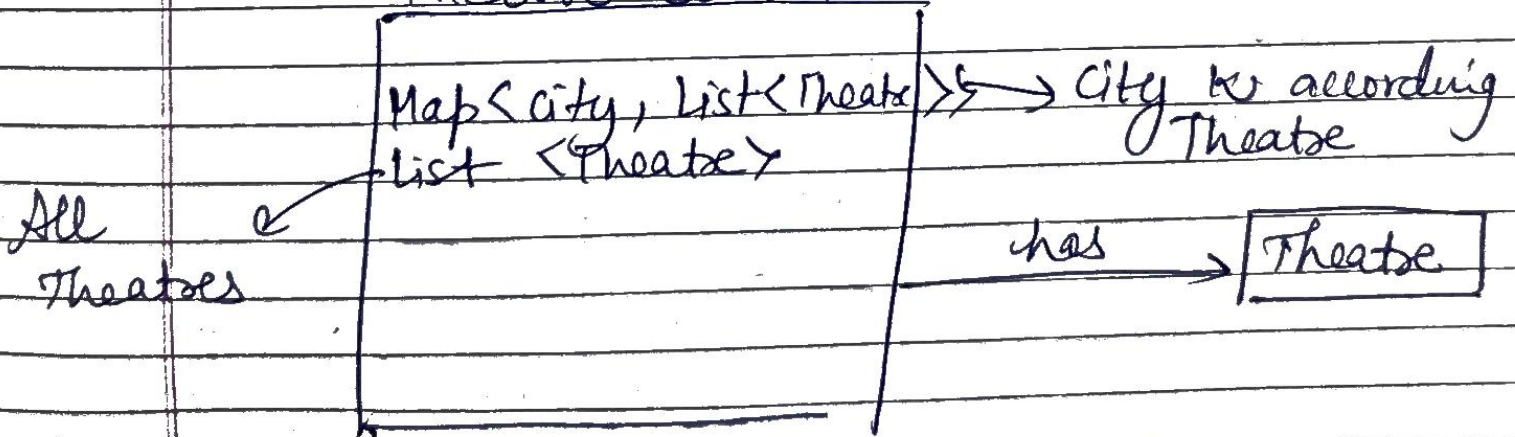
## Show



## Seat



## Theatre Controller



has

Page No.

Date

Shop

Booking

Aap Booking  
Ek particular  
show ki  
Kam  
shh ho.

Show show  
List <Seats> status;

Payment Payment

getter/setter

Aap seat book  
krige.

has

Seat

has ;

Payment

int Price

Status BookingStatus

Now we need a Driver object

BookMyshow

Movie Controller m;

Theatre Controller T;



