## Python Project: Movie Theatre

Description of commands in the project:

- list: Lists all available movies along with the number of seats available for each.
- add: Adds a new movie to the list of available movies. Takes the movie title and the number of available seats as arguments.
- book: Books a specified number of seats for a given movie. Takes the movie title and the number of seats to book as arguments.

Scripts that can be used from the command line:

- To list all movies: python script.py list
- To add a new movie: python script.py add "New Movie" 20
- To book seats: python script.py book "New Movie" 2
- Adding Another New Movie: python script.py add "Titanic" 50
- Booking Seats for Another Movie: python script.py book "Titanic" 5

Key Python Concepts include:

- classes
- file I/O
- command-line arguments
- error handling

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import sys

import ison

## - Class definition for Movie

class Movie:

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Constructor initializes movie title and available seats

def __init__(self, title, available_seats):

self.title = title

self.available seats = available seats
```

## -Function to save the current state of movies to a JSON file

```
def save_state(movies):
    with open('movies.json', 'w') as f:
    # Serialize the list of Movie objects into JSON and write to file
    json.dump({m.title: m.available seats for m in movies}, f)
```

```
-Function to load the current state of movies from a JSON file
def load state():
  try:
     with open('movies.json', 'r') as f:
       Deserialize the JSON from the file into a Python object
       data = json.load(f)
       Create a list of Movie objects based on the descrialized data
       return [Movie(title, seats) for title, seats in data.items()]
  except FileNotFoundError:
     If file is not found, return an empty list.
     return []
Main function to handle various commands
def main(args):
  # Load the list of movies from file
  movies = load state()
  Check if there are enough arguments
  if len(args) < 2:
     print("Usage: python script.py <command> <arguments>")
     sys.exit(1) # Exit the program with an error code
Retrieve the command from command-line arguments
  command = args[1].lower()
  List available movies
  if command == "list":
     if not movies:
       print("No movies available.")
```

```
else:
     for movie in movies:
       print(f"{movie.title}: {movie.available seats} seats available")
Add a new movie
elif command == "add":
  if len(args) != 4:
     print("Usage: python script.py add <movie title> <available seats>")
  else:
     title = args[2]
     try:
       seats = int(args[3])
        Add a new Movie object to the list.
       movies.append(Movie(title, seats))
       # Save the updated list to file
       save state(movies)
       print(f"Added movie {title} with {seats} seats.")
     except ValueError:
       print("Invalid number of seats.")
Book seats for a movie
elif command == "book":
  if len(args) != 4:
     print("Usage: python script.py book <movie title> <seats to book>")
  else:
     title = args[2]
     try:
       seats\_to\_book = int(args[3])
       Look for the movie by title
       for movie in movies:
```

```
if movie.title == title:
               # Check if enough seats are available
               if movie.available seats >= seats to book:
                  movie.available seats -= seats to book
                  print(f"Booked {seats to book} seats for {title}")
                  Save the updated list to file
                  save state(movies)
                  break
               else:
                 print("Not enough seats available.")
                  break
          else:
            print("Movie not found.")
       except ValueError:
          print("Invalid number of seats to book.")
   Invalid command entered
  else:
     print("Invalid command. Available commands are: list, add, book")
Entry point for the script
if \__name\_ = "\__main\_\_":
  main(sys.argv)
```