

Design a platform for buying tickets of local events.

Tickets for a local event can be purchased through following ways

1. Over the Counter
2. Online

Class : OvertheCounter

Data : EventList, showtime, payment, receipt

Behaviour :

```
ListofEvents()
SelectShow()
Payment()
ReceiveReceipt()
```


Class : OnlineEventList

Data : NoofEvents, showName, CastName, Review, TicketCost, Introduction, showtime, TicketsAvailable

Behaviour :

```
ListofEvents() {
    for ( i=1; i <= NoofEvents; i++) {
        System.out.println(EventList)
    }
}

get.showdetails() {
    display.showdetails( showName, CastName, Review,
    Introduction, TicketsAvailable)
}

get.ShowTimeandRate(showtime, TicketCost) {
    Action.getshowtime()
}
```


Class : User

Data : emailaddress, PhoneNumber, showname,showtime,ticketcost,noofTickets

Behaviour :

```
login() {  
    get.login(emailaddress);  
}  
  
bookshow() {  
    get.showname(select.show.name);  
    get.showtime(select.show.time);  
    get.noofTickets(select.noofTickets);  
}  
  
payment()  
ticket.confirmation() {  
    get.confirmation(receive.confirmation);  
}  
  
cancel() {  
    cancel.ticket();  
    get.cancellation(receive.cancellation);  
}
```


Class : Payment

Data : paymentmode, cardnumber, securitycode, expirydate, username, password

Behaviour :

```
ModeofPayment() {  
    switch(paymentmode) {  
        case "Debit/CreditCard":
```

```

        get.cardDetails(cardnumber,securitycode,expirydate)
        break;
    case "NetBanking" :
        get.netbankingDetails(username,password)
        break;
    case "cash" :
        break;
    }
}

```

```

*****
*****

```

Class : ReceiveReceipt

Data : receiptnumber

Behaviour :

```

    Action.reveiveReceipt() {
        return receiptnumber;
    }

```