

com.tia.bmm.server.movie.
Seat.Seat

```
graph LR; A[com.tia.bmm.server.movie.Seat.Seat] --> B[com.tia.bmm.server.movie.Seat.setSeatNo]; A --> C[com.tia.bmm.server.movie.Seat.setSeatStatus];
```

The diagram illustrates a class reference. A gray box on the left contains the text 'com.tia.bmm.server.movie.Seat.Seat'. Two blue arrows originate from the right side of this box. The top arrow points to a white box containing 'com.tia.bmm.server.movie.Seat.setSeatNo'. The bottom arrow points to a white box containing 'com.tia.bmm.server.movie.Seat.setSeatStatus'.

com.tia.bmm.server.movie.
Seat.setSeatNo

com.tia.bmm.server.movie.
Seat.setSeatStatus