Movie Booking System

Create a simple Movie Booking System using basic **OOP principles** in Java. The system must allow a user to select a movie, choose a showtime, pick seats, and make a payment.

System Requirements

1. Movie

A movie should have:

- ID
- Title
- Rating

Movies should be **sortable by rating** (use Comparable).

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2. Theater & Seats

A theater should have:

- Name
- A seat layout using a **2D array** (rows × columns)
- A list of showtimes

Use an **enum** SeatType:

- REGULAR
- PREMIUM (first row only)

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3. Showtime

Each showtime should have:

- A movie
- A theater
- Start time
- A seat matrix for that show

Showtimes should be **sortable by time** (Comparator).

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4. User

A user has:

- Username
- Full name

Store users in a **Set** to ensure uniqueness.

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5. Booking Flow

A booking should:

1. Let a user pick a showtime
2. Let them choose seats (one or multiple)
3. Check if seats are already booked
4. If booked → throw `BookingException`

5. Calculate price:
   - Regular = 100
   - Premium = 200
6. Process payment
7. Confirm booking

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6. Payment (Polymorphism)

Create an abstract class **Payment** with an abstract method `process()`.

Create the following payment types:

- CreditCardPayment
- UPIPayment
- CashPayment

Each should **override** `process()`.

This demonstrates **runtime polymorphism**.

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7. Booking

A booking includes:

- User
- Showtime
- Seats booked
- Amount paid
- Payment method used

Use **StringBuilder** for printing booking details.

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8. Collections (Basic)

Use:

- List for movies, showtimes
- Set for users
- (Optional) Map if needed

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9. Exceptions

Create a custom **BookingException** for:

- Invalid seat selection
- Seat already booked
- Payment failure

Expected Output

- List of movies sorted by rating
- List of showtimes sorted by time
- Successful booking summary
- Error shown when trying to book an already booked seat