

Java GUI-Based Ticket Booking System

A multiplex cinema wants to develop a Java-based ticket booking system with a graphical user interface (GUI). The system should allow users to select a movie, choose a showtime, pick seats, and confirm the booking. Design an AWT-based GUI that includes components like Frames, Panels, Buttons, Text Fields, Labels, and ComboBoxes. Implement a layout manager to organize UI elements efficiently. Implement event listeners to handle user interactions (e.g., selecting a movie, picking seats, and clicking the “Book” button). Use ActionListener and other relevant event handlers to respond to user actions. Use AWT Controls (like checkboxes or buttons) to allow users to pick available seats. Ensure that booked seats are disabled to prevent double booking.

