OUR EXPECTATIONS:

1. We expect you to come up with a **simple console application** in the **language of your choice**. There is no need for a UI, or a web application.
2. With this exercise we are expecting to see how you write production ready code by focusing on:
   - **Simple and modular design**.
   - Clean code practices using OO / functional programming
   - **Unit test** case coverage.
   - Handling boundary conditions
   - Code styles etc.
3. Please stay **within the boundaries** defined in the problem. Avoid over-thinking and over-engineering. Clearly state your assumptions wherever needed in the code or in the README file.
4. Submit your solution in a **public GitHub / Bitbucket repo.**

OTHER EXPECTATIONS (nice to have):

1. Please mention the **setup instructions** and **how to run the program** in the README file.
2. Divide the problem statement in smaller tasks / features and have small and atomic commits in your repo.

PROBLEM STATEMENT - SNAKES & LADDERS:

You are required to create a program, which simulates the playing of a **Snakes & Ladders game**.

Board: There are 100 cells on a Snakes & Ladders board from 01, 02... all the way to 100. However, your starting position is **00**, which is **outside the board**.

Assumptions:

- Assume that the game has **4 snakes** and **4 ladders** of varying lengths dispersed on the board.
- You can choose to initialize / define **where** these snakes and ladders will be on the board and how **long** each of them are. For e.g, a ladder could be at cell 07 and it could take you ahead to 33. Or a snake could be at 87 and bring you back to 32. It's your choice.

Sample ladder position:

Ladder foot	Ladder top
07	33
37	85
51	72

Sample snake position:

Snake head	Snake tail
36	19
65	35
87	32

Inputs and Outputs for your program:

The **input** to your program will be **any number between 1 to 6** (...the numbers on a dice...), and your **current position** on the board

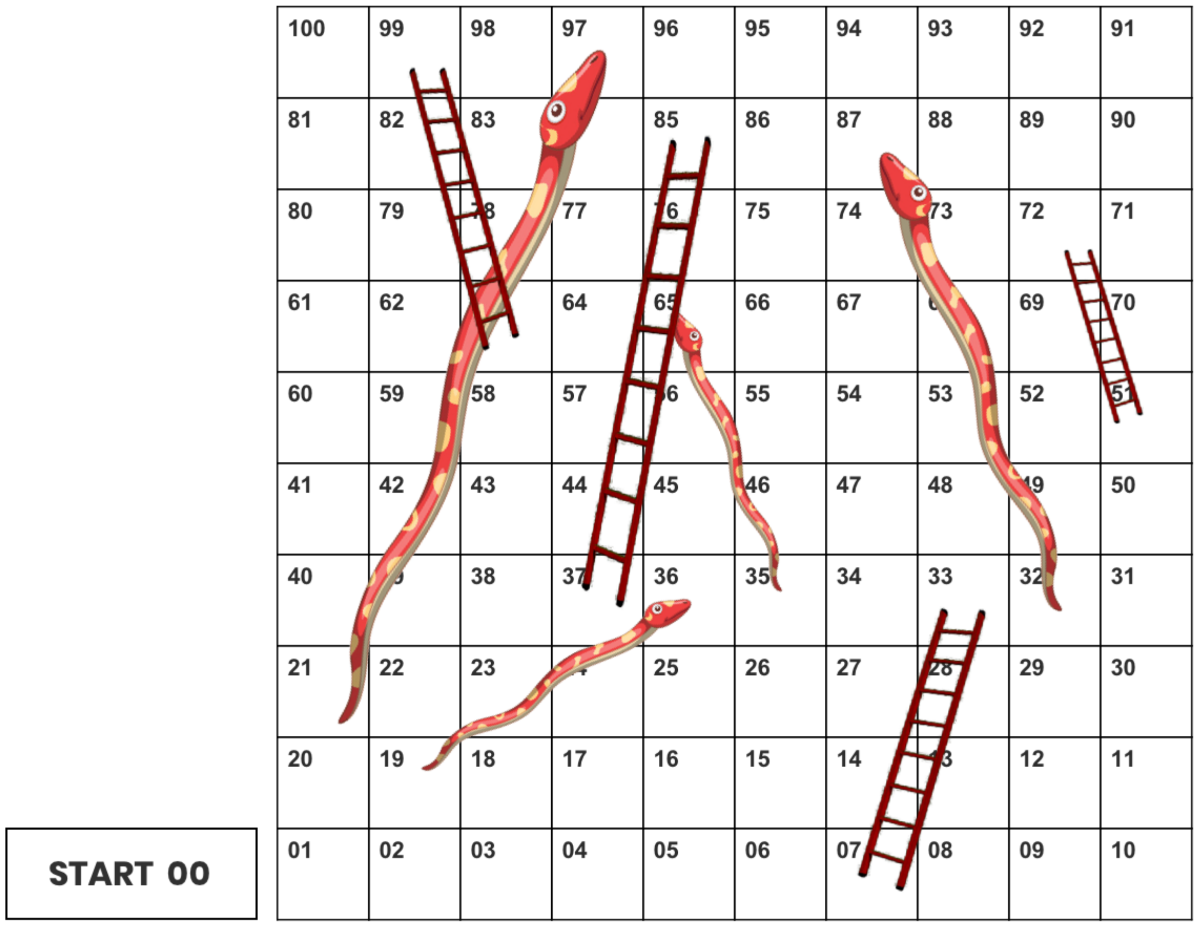
The **output** of your program will be your **new position** on the board.

End of game: The game ends as soon as you reach exactly 100. ***However, if the output comes out to be more than 100, then the piece will remain in the current position.*** See examples below.

Examples:

Input - Current position, Dice outcome	**Output** - New position
04, **5**	New position: **9**
34, 3	**85** (*assuming that there is a **ladder from 37 to 85***)
83, 4	**32** (*assuming that there is a **snake from 87 to 32***)
96, 5	**96** (*since 96+5 is more than 100*)
99, 1	**Yay!! You won!!** (and exit the program)

Sample board illustration:



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