Write a program to implement a snake and ladder game.
- You can take a player number as input.
- Generate dice score using random method from Math class.
- Add dice score to the player.
- Check for the snake or the ladder if the player goes through.
- Update the player score after a snake or a ladder if any.
- Check if the player's score is 100, then declare the player is the winner and exit.
- Check if the player's score is >100, then reduce the dice score.
- Repeat until any one of the players wins the game.

```java
import java.util.Scanner;
public class SnakeandLadder {
        public static void main(String[] args) {
                Scanner sc = new Scanner(System.in);
                int player1 = 0;
                int player2 = 0;
                int player3 = 0;
                while (true) {
                    System.out.print("Enter the player number ");
                    int playerNumber = sc.nextInt();
                    int diceRoll;
                    while (true) {
                        diceRoll = (int) (Math.random() * 10);
                        if (diceRoll >= 1 && diceRoll <= 6) {
                            break;
                        }
                    }
                    System.out.println("Player " + playerNumber + "
rolled: " + diceRoll);

                    if (playerNumber == 1) {
                        if (player1 + diceRoll <= 100) {
                            player1 =player1+ diceRoll;
                        }
                        if (player1 == 1)
                            player1 = 38;
                        else if (player1 == 4)
                            player1 = 14;
                        else if (player1 == 9)
                            player1 = 31;
                        else if (player1 == 21)
                            player1 = 42;
                        else if (player1 == 28)
                            player1 = 84;
```

```java
                else if (player1 == 36)
                    player1 = 44;
                else if (player1 == 51)
                    player1 = 67;
                else if (player1 == 71)
                    player1 = 91;
                else if (player1 == 80)
                    player1 = 100;
                else if (player1 == 16)
                    player1 = 6;
                else if (player1 == 47)
                    player1 = 26;
                else if (player1 == 49)
                    player1 = 11;
                else if (player1 == 56)
                    player1 = 53;
                else if (player1 == 62)
                    player1 = 19;
                else if (player1 == 64)
                    player1 = 60;
                else if (player1 == 87)
                    player1 = 24;
                else if (player1 == 93)
                    player1 = 73;
                else if (player1== 95)
                    player1= 75;
                else if (player1 == 98)
                    player1 = 78;
                System.out.println("Player 1 is now at
position: " + player1);
                if (player1 == 100) {
                    System.out.println("Player 1 wins!");
                    break;
                }
            } else if (playerNumber == 2) {
                if (player2 + diceRoll <= 100) {
                    player2 += diceRoll;
                }
                if (player2 == 1) player2 = 38;
                else if (player2 == 4)
                    player2= 14;
                else if (player2 == 9)
                    player2 = 31;
                else if (player2 == 21)
                    player2 = 42;
                else if (player2 == 28)
                    player2 = 84;
```

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                else if (player2 == 36) player2 = 44;
                else if (player2== 51)
                    player2 = 67;
                else if (player2== 71)
                    player2= 91;
                else if (player2 == 80)
                    player2 = 100;
                else if (player2 == 16)
                    player2 = 6;
                else if (player2== 47)

                    player2 = 26;
                else if (player2 == 49)
                    player2 = 11;
                else if (player2 == 56)
                    player2= 53;
                else if (player2 == 62)
                    player2 = 19;
                else if (player2== 64)
                    player2= 60;
                else if (player2 == 87)
                    player2 = 24;
                else if (player2 == 93)
                    player2 = 73;
                else if (player2 == 95)
                    player2 = 75;
                else if (player2 == 98)
                    player2 = 78;

                System.out.println("Player 2 is now at
    position: " + player2);
                if (player2 == 100) {
                    System.out.println("Player 2 wins!");
                    break;
                }
            } else if (playerNumber == 3) {
                if (player3 + diceRoll <= 100) {
                    player3 += diceRoll;
                }
                if (player3== 1) player3 = 38;
                else if (player3 == 4)
                    player3 = 14;
                else if (player3 == 9)
                    player3 = 31;
                else if (player3 == 21)
                    player3 = 42;
                else if (player3 == 28)
```

```java
                    player3 = 84;
                else if (player3 == 36)
                    player3 = 44;
                else if (player3 == 51)
                    player3 = 67;
                else if (player3== 71)
                    player3 = 91;
                else if (player3 == 80)
                    player3 = 100;
                else if (player3== 16)
                    player3 = 6;
                else if (player3== 47)
                    player3= 26;
                else if (player3== 49)
                    player3 = 11;
                else if (player3 == 56)
                    player3= 53;
                else if (player3== 62)
                    player3 = 19;
                else if (player3 == 64)
                    player3= 60;
                else if (player3 == 87)
                    player3 = 24;
                else if (player3 == 93)
                    player3 = 73;
                else if (player3 == 95)
                    player3 = 75;
                else if (player3== 98)
                    player3 = 78;

                System.out.println("Player 3 is now at
position: " + player3);
                if (player3 == 100) {
                    System.out.println("Player 3 wins!");
                    break;
                }
            } else {
                System.out.println("Invalid player number.
Please enter 1, 2, or 3.");
            }
        }

        sc.close();
    }
}
```