Write a program to implement a snake and ladder game.

import *java.util.Scanner*;

*public* *class* SnakeAndLadder {

*public* *static* void main(String[] args) {

        Scanner scanner = new Scanner(System.in);

        System.out.print("Enter number of players : ");

        int playercount = scanner.nextInt();

        scanner.nextLine();

        String playername[] = new String[playercount];

        int playerscore[] = new int[playercount];

        int dice = 0;

        for(int i = 0; i < playercount; i++){

            System.out.print("Enter the Player Number "+(i+1)+" Name : ");

            playername[i] = scanner.nextLine();

        }

        int currentplayer = 0;

        while (true) {

            System.out.print("\nPlayer "+(currentplayer+1)+" Turn ("+playername[currentplayer]+") \nPress Enter to roll the dice");

            scanner.nextLine();

            dice = (int)(Math.random()\*10)%7;

            playerscore[currentplayer]+=dice;

            System.out.println("Dice Score : "+dice);

            if(playerscore[currentplayer]>100){

                playerscore[currentplayer]-=dice;

                System.out.println("Move is not allowed");

                System.out.println("Player "+(currentplayer+1)+" Score : "+playerscore[currentplayer]);

                continue;

            }

            System.out.println("Player "+(currentplayer+1)+" Score : "+playerscore[currentplayer]);

            if(playerscore[currentplayer]==15){

                playerscore[currentplayer]+=10;

                System.out.println(playername[currentplayer]+" got a ladder");

                System.out.println("Updated Player "+(currentplayer+1)+" Score : "+playerscore[currentplayer]+"\n");

            }else if(playerscore[currentplayer]==26){

                playerscore[currentplayer]+=18;

                System.out.println(playername[currentplayer]+" got a ladder");

                System.out.println("Updated Player "+(currentplayer+1)+" Score : "+playerscore[currentplayer]+"\n");

            }else if(playerscore[currentplayer]==34){

                playerscore[currentplayer]+=40;

                System.out.println(playername[currentplayer]+" got a ladder");

                System.out.println("Updated Player "+(currentplayer+1)+" Score : "+playerscore[currentplayer]+"\n");

            }else if(playerscore[currentplayer]==58){

                playerscore[currentplayer]+=30;

                System.out.println(playername[currentplayer]+" got a ladder");

                System.out.println("Updated Player "+(currentplayer+1)+" Score : "+playerscore[currentplayer]+"\n");

            }else if(playerscore[currentplayer]==71){

                playerscore[currentplayer]+=15;

                System.out.println(playername[currentplayer]+" got a ladder");

                System.out.println("Updated Player "+(currentplayer+1)+" Score : "+playerscore[currentplayer]+"\n");

            }else if(playerscore[currentplayer]==85){

                playerscore[currentplayer]+=10;

                System.out.println(playername[currentplayer]+" got a ladder");

                System.out.println("Updated Player "+(currentplayer+1)+" Score : "+playerscore[currentplayer]+"\n");

            }else if(playerscore[currentplayer]==22){

                playerscore[currentplayer]-=10;

                System.out.println(playername[currentplayer]+" got a snake");

                System.out.println("Updated Player "+(currentplayer+1)+" Score : "+playerscore[currentplayer]+"\n");

            }else if(playerscore[currentplayer]==21){

                playerscore[currentplayer]-=9;

                System.out.println(playername[currentplayer]+" got a snake");

                System.out.println("Updated Player "+(currentplayer+1)+" Score : "+playerscore[currentplayer]+"\n");

            }else if(playerscore[currentplayer]==45){

                playerscore[currentplayer]-=21;

                System.out.println(playername[currentplayer]+" got a snake");

                System.out.println("Updated Player "+(currentplayer+1)+" Score : "+playerscore[currentplayer]+"\n");

            }else if(playerscore[currentplayer]==98){

                playerscore[currentplayer]-=90;

                System.out.println(playername[currentplayer]+" got a snake");

                System.out.println("Updated Player "+(currentplayer+1)+" Score : "+playerscore[currentplayer]+"\n");

            }else if(playerscore[currentplayer]==80){

                playerscore[currentplayer]-=40;

                System.out.println(playername[currentplayer]+" got a snake");

                System.out.println("Updated Player "+(currentplayer+1)+" Score : "+playerscore[currentplayer]+"\n");

            }else if(playerscore[currentplayer]==60){

                playerscore[currentplayer]-=21;

                System.out.println(playername[currentplayer]+" got a snake");

                System.out.println("Updated Player "+(currentplayer+1)+" Score : "+playerscore[currentplayer]+"\n");

            }

            if(playerscore[currentplayer]==100){

                System.out.println(playername[currentplayer]+" Won the game");

                break;

            }

            currentplayer++;

            if(currentplayer == playercount){

                currentplayer = 0;

            }

        }

        scanner.close();

    }

}

OUPUT:-



