

Write a program of simple **Snakes and Ladders: Let's Learn Java!**.make up your own rules on how to play the game

Example and requirements.:

1. If the dice shows 3, the user will move 3 steps on the board. The user might need to answer a Java question at that spot on the board. You can have spots that do not have any questions.

The question is shall be Java-related question such as *"What is the type of error that this code has: `System.out.println(99/0);`"*.

2. Use random number generator for dice.

3. there are only 50 steps and you should have at least 20 Java questions.

create your own user-defined class.

4. Program must have at least 2 classes.

5. The program must not use array.

The program **MUST** have the following requirements:

1. At least **2 classes** (user-defined class and a class that contains main() method).

2. Selection control structure(s).

3. Repetition control structure(s).

4. **Menu** – user can select a list of choices (**Play, Rules, High Score, Exit**).