**package** snakeladderproblem;

**public** **class** uc1snakeladderproblem {

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

//Constants

**int** IS\_ZERO=0; **int** IS\_ONE=1; **int** IS\_TWO=2; **int** IS\_THREE=3;

**int** IS\_FOUR=4; **int** IS\_FIVE=5; **int** IS\_SIX=6;

//Computation

**double** dieresult = Math.*floor*(Math.*random*()\*100)%7;

**if** (dieresult == IS\_ZERO )

System.***out***.println("Die result is 1");

**if** (dieresult == IS\_ONE )

System.***out***.println("Die result is 1");

**if** (dieresult == IS\_TWO )

System.***out***.println("Die result is 2");

**if** (dieresult == IS\_THREE )

System.***out***.println("Die result is 3");

**if** (dieresult == IS\_FOUR )

System.***out***.println("Die result is 4");

**if** (dieresult == IS\_FIVE )

System.***out***.println("Die result is 5");

**if** (dieresult == IS\_SIX )

System.***out***.println("Die result is 6");

}

}