**package** snakeladderproblem;

**public** **class** uc2snakeladderproblem {

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

**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*()\*10)%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");

**int** IS\_NO\_PLAY=0;

**int** IS\_LADDER=1;

**int** IS\_SNAKE=2;

**double** dieoption = Math.*floor*(Math.*random*()\*10)%3;

**if** (dieoption == IS\_NO\_PLAY )

System.***out***.println("NO PLAY: DO NOT MOVE");

**if** (dieoption == IS\_LADDER )

System.***out***.println("LADDER: MOVE AHEAD BY RESULT OF DIE");

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

System.***out***.println("SNAKE: MOVE BEHIND BY RESULT OF DIE");

}

}