**package** snakeladderproblem;

**public** **class** uc3snakeladderproblem {

**public** **static** **final** **int** ***INITIAL\_POSITION***=0;

**public** **static** **final** **int** ***NO\_OF\_PLAYERS***=1;

**public** **static** **final** **int** ***FINAL\_POSITION***=100;

**public** **static** **final** **int** ***NO\_PLAY***=0;

**public** **static** **final** **int** ***SNAKE***=1;

**public** **static** **final** **int** ***LADDER***=2;

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

//Variables

**int** player\_one\_position =0;

**int** count=0;

**while** (player\_one\_position<100) {

count++;

System.***out***.println("your count is = "+ count);

//Computation

**int** dicenumber =(**int**) Math.*floor*((((Math.*random*()\*100)%6)+1));

System.***out***.println("Your dice number is = "+dicenumber);

**int** option=(**int**) Math.*floor*((Math.*random*()\*100)%3);

**switch** (option) {

**case** ***NO\_PLAY***:

player\_one\_position= player\_one\_position;

System.***out***.println("You got no play you will not move at "+ dicenumber);

**break**;

**case** ***SNAKE***:

player\_one\_position= player\_one\_position - dicenumber;

System.***out***.println("You got snake you will move backward by "+ dicenumber );

**break**;

**case** ***LADDER***:

player\_one\_position=player\_one\_position + dicenumber;

System.***out***.println("You got ladder you will move forward by "+dicenumber );

**break**;

}

**if** (player\_one\_position< 0 ) {

player\_one\_position= 0;

System.***out***.println("Since player position is below zero we start from zero");}

**if** (player\_one\_position>100 ) {

player\_one\_position-=dicenumber;

System.***out***.println("Since player position is above 100 we stay at same position");}

System.***out***.println("the position of the player is = "+ player\_one\_position);}}

}