

```

1  #include <stdio.h>
2  #include <stdlib.h>
3  #include <time.h>
4  #include <unistd.h>
5  int main()
6  {
7      srand(time(0));
8      int a,b,i,chanceA,chanceB,randA,randB;randA=0;randB=0;
9      chanceA=1;chanceB=0;char c='0';int j=1;int k=1;int l=0;int u=0;int v=0;int ctr=1;
10     int a1=0;int b1=0;
11     a=0;b=0;int dec;
12
13     while(1)
14     {
15         system("clear");
16         printf(" ");
17         printf("\n\n\n\n");
18         if(a!=100 && b!=100)
19         {
20             if((a!=0 || b!=0))
21             {
22                 if(chanceA==1 && chanceB==0)
23                 {
24                     if(a==u)
25                     {
26                         printf("\n\n          After player B threw the dice, the number
27                         that he/she got on it is %d\n\n\n",randB);
28                     }
29                     else
30                     {
31                         printf("\n\n\n\n\n");
32                     }
33                 }
34                 if(chanceB==1 && chanceA==0)
35                 {
36                     if(b==v)
37                     {
38                         printf("\n\n          After player A threw the dice, the number
39                         that he/she got on it is %d\n\n\n",randA);
40                     }
41                     else
42                     {
43                         printf("\n\n\n\n\n");
44                     }
45                 }
46             }
47             else if(a==0 && b==0)
48             {
49                 printf("\n\n          The game starts now\n\n\n");
50             }
51         }
52         if(a==100 || b==100)
53         {
54             if(chanceA==1 && chanceB==0)
55             {
56                 printf("\n\n          After player B threw the dice, the number that he/she
57                 got on it is %d\n\n\n",randB);
58             }
59             if(chanceB==1 && chanceA==0)
60             {
61                 printf("\n\n          After player A threw the dice, the number that he/she
62                 got on it is %d\n\n\n",randA);
63             }
64         }
65     }
66 }

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62     printf(" ");
63     for(i=100;i>=1;i--)
64     {
65         dec=(i-1)/10;
66
67         if(dec%2==0 && i%10==0)
68         {
69             j=((dec*10)+1);
70         }
71         else if(dec%2!=0 && i%10==0)
72         {
73             j=i;
74         }
75
76         if(i>=91 && i<100)
77         {printf(" ");}
78
79         if(i<=90)
80         {printf(" ");}
81
82
83
84         if(j>=1 && j<10)
85         {printf(" ");}
86
87         if(a==j && b!=j)
88         {printf("%d* ",j);}
89         else if(b==j && a!=j)
90         {printf("%d# ",j);}
91         else if(b==j && a==j)
92         {printf("%d*# ",j);}
93         else
94         {
95             printf("%d ",j);
96         }
97
98         if((i-1)%10==0)
99         {printf("\n\n");
100          printf(" ");}
101     }
102
103     if(dec%2==0)
104     {
105         j++;
106     }
107     else
108     {
109         j--;
110     }
111 }
112
113
114
115 if(a==100)
116 {
117     sleep(3);
118     system("clear");
119     printf("\n\n\n          Player A won!\n\n\n");
120     printf(" ");
121     printf("Press ENTER key to quit the game\n");
122     printf(" ");
123     c=getchar();
124     system("clear");
125     exit(0);
126 }
127 if(b==100)

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```

128     {
129         sleep(3);
130         system("clear");
131         printf("\n\n\n          Player B won!\n\n\n");
132         printf("          ");
133         printf("Press ENTER key to quit the game\n");
134         printf("          ");
135         c=getchar();
136         system("clear");
137         exit(0);
138     }
139
140
141 if(chanceA==1)
142 {
143     if(a1==0)
144     {u=a;}
145
146
147     if(a==u)
148     {
149         printf("\n\n\n\n\n\n\n\n\n");
150         printf("          It's turn of player A.\n\n          Player A, press ENTER
151         key to throw the dice..\n");
152         printf("          ");
153         c=getchar();
154         randA=((rand()%6)+1);
155         u+=randA;
156         if(u>100)
157             {u-=randA;}
158     }
159     else
160     {
161         printf("\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n");
162     }
163
164     if(a!=u)
165     {usleep(250000);a++;}
166     else
167     {a=a;}
168     a1++;
169     if(a==u)
170     {chanceB=1;chanceA=0;}
171
172     continue;
173 }
174 else if(chanceB==1)
175 {
176     if(b1==0)
177     {v=b;}
178
179
180     if(v==b)
181     {
182         printf("\n\n\n\n\n\n\n\n\n");
183         printf("          It's turn of player B.\n\n          Player B, press ENTER
184         key to throw the dice..\n");
185         printf("          ");
186         c=getchar();
187         randB=((rand()%6)+1);
188         v+=randB;
189         if(v>100)
190             {v-=randB;}
191     }

```

```
192         else
193         {
194             printf("\n\n\n\n\n\n\n\n\n\n");
195         }
196
197         if(b!=v)
198         {usleep(250000);b++;}
199         else
200         {b=b;}
201         b1++;
202         if(b==v)
203         {chanceA=1;chanceB=0;}
204
205         continue;
206     }
207
208 }
209 return 0;
210 }
211
212
213
214
215
```