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#include <stdio.h>
#include <stdlib.h>
#include <time.h>
#include <unistd.h>
int main()
{
    srand(time(0));
    int a,b,i,chanceA,chanceB,randA,randB;randA=0;randB=0;
    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;int a1=0;
    int b1=0;
    a=0;b=0;int dec;

    while(1)
    {
        system("clear");
        printf(" ");
        printf("\n\n\n\n");
        if(a!=100 && b!=100)
        {
            if((a!=0 || b!=0))
            {
                if(chanceA==1 && chanceB==0)
                {
                    if(a==u)
                    {
                        printf("\n\n          After player B threw the dice, the number that he/she
                        got on it is %d\n\n\n",randB);
                    }
                    else
                    {
                        printf("\n\n\n\n\n");
                    }
                }
                if(chanceB==1 && chanceA==0)
                {
                    if(b==v)
                    {
                        printf("\n\n          After player A threw the dice, the number that he/she
                        got on it is %d\n\n\n",randA);
                    }
                    else
                    {
                        printf("\n\n\n\n\n");
                    }
                }
            }
            else if(a==0 && b==0)
            {
                printf("\n\n          The game starts now\n\n\n");
            }
        }

        if(a==100 || b==100)
        {
            if(chanceA==1 && chanceB==0)
            {
                printf("\n\n          After player B threw the dice, the number that he/she got on
                it is %d\n\n\n",randB);
            }
            if(chanceB==1 && chanceA==0)
            {
                printf("\n\n          After player A threw the dice, the number that he/she got on
                it is %d\n\n\n",randA);
            }
        }
    }
}

```

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printf("
");
for(i=100;i>=1;i--)
{
    dec=(i-1)/10;

    if(dec%2==0 && i%10==0)
    {
        j=((dec*10)+1);
    }
    else if(dec%2!=0 && i%10==0)
    {
        j=i;
    }

    if(i>=91 && i<100)
    {printf(" ");}

    if(i<=90)
    {printf(" ");}

    if(j>=1 && j<10)
    {printf(" ");}

    if(a==j && b!=j)
    {printf("%d* ",j);}
    else if(b==j && a!=j)
    {printf("%d# ",j);}
    else if(b==j && a==j)
    {printf("%d*# ",j);}
    else
    {
        printf("%d ",j);
    }

    if((i-1)%10==0)
    {printf("\n\n");
      printf("
");
    }

    if(dec%2==0)
    {
        j++;
    }
    else
    {
        j--;
    }
}
}

```

```

if(a==100)
{
    sleep(3);
    system("clear");
    printf("\n\n\n          Player A won!\n\n\n");
    printf("
");
    printf("Press ENTER key to quit the game\n");
    printf("
");
    c=getchar();
    system("clear");
    exit(0);
}
if(b==100)

```

```

{
    sleep(3);
    system("clear");
    printf("\n\n\n          Player B won!\n\n\n");
    printf("          ");
    printf("Press ENTER key to quit the game\n");
    printf("          ");
    c=getchar();
    system("clear");
    exit(0);
}

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if(chanceA==1)

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{
    if(a1==0)
    {u=a;}

    if(a==u)
    {
        printf("\n\n\n\n\n\n\n\n");
        printf("          It's turn of player A.\n\n          Player A, press ENTER key to
        throw the dice..\n");
        printf("          ");
        c=getchar();
        randA=((rand()%6)+1);
        u+=randA;
        if(u>100)
        {u-=randA;}

    }
    else
    {
        printf("\n\n\n\n\n\n\n\n\n\n");
    }

    if(a!=u)
    {usleep(250000);a++;}
    else
    {a=a;}
    a1++;
    if(a==u)
    {chanceB=1;chanceA=0;}

    continue;
}

```

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else if(chanceB==1)

```

```

{
    if(b1==0)
    {v=b;}

    if(v==b)
    {
        printf("\n\n\n\n\n\n\n\n");
        printf("          It's turn of player B.\n\n          Player B, press ENTER key to
        throw the dice..\n");
        printf("          ");
        c=getchar();
        randB=((rand()%6)+1);
        v+=randB;
        if(v>100)
        {v-=randB;}

    }
}

```

```
else
{
    printf("\n\n\n\n\n\n\n\n\n\n");
}

if(b!=v)
{usleep(250000);b++;}
else
{b=b;}
b1++;
if(b==v)
{chanceA=1;chanceB=0;}

    continue;
}

}
return 0;
}
```