

```

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     while(1)
13     {
14         system("clear");
15         printf(" ");
16         printf("\n\n\n\n");
17         if(a!=100 && b!=100)
18         {
19             if((a!=0 || b!=0))
20             {
21                 if(chanceA==1 && chanceB==0)
22                 {
23                     if(a==u)
24                     {
25                         printf("\n\n        After player B threw the dice, the number
26                         that he/she got on it is %d\n\n\n",randB);
27                     }
28                     else
29                     {
30                         printf("\n\n\n\n\n");
31                     }
32                 }
33                 if(chanceB==1 && chanceA==0)
34                 {
35                     if(b==v)
36                     {
37                         printf("\n\n        After player A threw the dice, the number
38                         that he/she got on it is %d\n\n\n",randA);
39                     }
40                     else
41                     {
42                         printf("\n\n\n\n\n");
43                     }
44                 }
45             }
46             else if(a==0 && b==0)
47             {
48                 printf("\n\n        The game starts now\n\n\n");
49             }
50         }
51         if(a==100 || b==100)
52         {
53             if(chanceA==1 && chanceB==0)
54             {
55                 printf("\n\n        After player B threw the dice, the number that he/she
56                 got on it is %d\n\n\n",randB);
57             }
58             if(chanceB==1 && chanceA==0)
59             {
60                 printf("\n\n        After player A threw the dice, the number that he/she
61                 got on it is %d\n\n\n",randA);
62             }
63         }
64     }
65 }

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63     printf("          ");
64     for(i=100; i>=1; i--)
65     {
66         dec=(i-1)/10;
67
68         if(dec%2==0 && i%10==0)
69         {
70             j=((dec*10)+1);
71         }
72         else if(dec%2!=0 && i%10==0)
73         {
74             j=i;
75         }
76
77         if(i>=91 && i<100)
78         {printf(" ");}
79
80         if(i<=90)
81         {printf(" ");}
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)
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");
150         printf("      It's turn of player A.\n\n      Player A, press ENTER
key to throw the dice..\n");
151         printf("      ");
152         c=getchar();
153         randA=((rand()%6)+1);
154         u+=randA;
155         if(u>100)
156         {u-=randA;}
157
158     }
159     else
160     {
161         printf("\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");
183         printf("      It's turn of player B.\n\n      Player B, press ENTER
key to throw the dice..\n");
184         printf("      ");
185         c=getchar();
186         randB=((rand()%6)+1);
187         v+=randB;
188         if(v>100)
189         {v-=randB;}
190
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
```