**Case1:-**

public class SnakeAndLader1 {

public static void main(String[] args){

int start = 0;

System.out.println("Starting position of player is: " + start);

}

}

**Case2:-**

public class SnakeAndLader2 {

public static void main(String[] args){

int start = 0;

System.out.println("Starting position of player is: " + start);

int roll = (int) (Math.floor(Math.random() \* 10) % 6 + 1);

System.out.println(roll);

}

}

**Case3:-**

public class SnakeAndLader3 {

public static final int NO\_PLAY = 0;

public static final int LADDER = 1;

public static final int SNAKE = 2;

public static final int START = 0;

public static void main(String[] args){

int pos = 0;

System.out.println("Starting position of player is: " + START);

int roll = (int) (Math.floor(Math.random() \* 10) % 6 + 1);

System.out.println("Number on rolled dice is : " +roll);

int con = (int) (Math.floor(Math.random() \* 10) % 3);

System.out.println("Condition: " +con);

switch (con){

case NO\_PLAY:

System.out.println("New Position is: " + pos);

break;

case LADDER:

pos = pos + roll;

System.out.println("New Position is: " + pos);

break;

case SNAKE:

pos = pos - roll;

if ( pos >= 0)

System.out.println("New Position is: " + pos);

else

pos = 0;

System.out.println("New Position is: " + pos);

break;

default:

System.out.println("Default");

break;

}

}

}

**Case4:-**

public class SnakeAndLader4 {

public static final int NO\_PLAY = 0;

public static final int LADDER = 1;

public static final int SNAKE = 2;

public static final int START = 0;

public static void main(String[] args){

int pos = 0;

System.out.println("Starting position of player is: " + START);

while(pos <= 100){

int roll = (int) (Math.floor(Math.random() \* 10) % 6 + 1);

System.out.println("Number on rolled dice is : " +roll);

int con = (int) (Math.floor(Math.random() \* 10) % 3);

System.out.println("Condition: " +con);

switch (con){

case NO\_PLAY:

System.out.println("New Position is: " + pos);

break;

case LADDER:

pos = pos + roll;

System.out.println("New Position is: " + pos);

break;

case SNAKE:

pos = pos - roll;

if (pos >= 0 )

System.out.println("New Position is: " + pos);

else

pos = 0;

System.out.println("New Position is: " + pos);

break;

default:

System.out.println("Default");

break;

}

}

System.out.println();

if (pos >= 100)

System.out.println("-------------------");

System.out.println(" PLAYER WON");

System.out.println("-------------------");

}

**Case5:-**

public class SnakeAndLader5 {

public static final int NO\_PLAY = 0;

public static final int LADDER = 1;

public static final int SNAKE = 2;

public static final int START = 0;

public static void main(String[] args){

int pos = 0;

System.out.println("Starting position of player is: " + START);

while(pos < 100){

int roll = (int) (Math.floor(Math.random() \* 10) % 6 + 1);

System.out.println("Number on rolled dice is : " +roll);

int con = (int) (Math.floor(Math.random() \* 10) % 3);

System.out.println("Condition: " +con);

switch (con){

case NO\_PLAY:

System.out.println("New Position is: " + pos);

break;

case LADDER:

pos = pos + roll;

if(pos <= 100)

System.out.println("New Position is: " + pos);

else{

pos = pos - roll;

System.out.println("Remains at same position: " + pos);

}

break;

case SNAKE:

pos = pos - roll;

if (pos <= 100){

if (pos >= 0 ){

System.out.println("New Position is: " + pos);

}

else{

pos = 0;

System.out.println("New Position is: " + pos);

}

}

else{

System.out.println("New position is:" + pos);

}

break;

default:

System.out.println("Default");

break;

}

}

System.out.println();

if (pos == 100)

System.out.println("-------------------");

System.out.println(" PLAYER WON");

System.out.println("-------------------");

}

}

**Case6:-**

public class SnakeAndLader6 {

public static final int NO\_PLAY = 0;

public static final int LADDER = 1;

public static final int SNAKE = 2;

public static final int START = 0;

public static void main(String[] args){

int pos = 0, cntr1 = 0, cntr2 = 0, cntr3 = 0, cntr4 = 0;

System.out.println("Starting position of player is: " + START);

while(pos < 100){

int roll = (int) (Math.floor(Math.random() \* 10) % 6 + 1);

cntr1++;

System.out.println("Number on rolled dice is : " +roll);

int con = (int) (Math.floor(Math.random() \* 10) % 3);

System.out.println("Condition: " +con);

switch (con){

case NO\_PLAY:

System.out.println("New Position is: " + pos);

cntr4++;

break;

case LADDER:

pos = pos + roll;

if(pos <= 100)

System.out.println("New Position is: " + pos);

else{

pos = pos - roll;

System.out.println("Remains at same position: " + pos);

}

cntr2++;

break;

case SNAKE:

pos = pos - roll;

if (pos <= 100){

if (pos >= 0 ){

System.out.println("New Position is: " + pos);

}

else{

pos = 0;

System.out.println("New Position is: " + pos);

}

}

else {

System.out.println("New position is:" + pos);

}

cntr3++;

break;

default:

System.out.println("Default");

break;

}

}

System.out.println();

System.out.println("Player ROLLED DICE "+cntr1+" time and got SNAKE "+cntr3+" times and got LADDER "+cntr2+" times and got NO PLAY "+cntr4+" times to win the game");

if (pos == 100)

System.out.println("-------------------");

System.out.println(" PLAYER WON");

System.out.println("-------------------");

}

}

**Case7:-**

public class SnakeAndLader7 {

public static final int NO\_PLAY = 0;

public static final int LADDER = 1;

public static final int SNAKE = 2;

public static final int START = 0;

public static void main(String[] args){

int pos = 0, pos1 = 0, cntr1 = 0, cntr2 = 0, cntr3 = 0, cntr4 = 0, c1 = 0, c2 = 0, c3 = 0, c4 = 0;

//int con = 1;

System.out.println("Starting position of player is: " + START);

while(pos < 100 && pos1 < 100){

int con = 1;

a: while(con == 1){

System.out.println("PLAYER 1");

int roll = (int) (Math.floor(Math.random() \* 10) % 6 + 1);

cntr1++;

System.out.println("Number on rolled dice is : " +roll);

con = (int) (Math.floor(Math.random() \* 10) % 3);

System.out.println("Condition: " +con);

switch (con){

case NO\_PLAY:

System.out.println("NO PLAY");

System.out.println("New Position is: " + pos);

cntr4++;

break;

case LADDER:

System.out.println("Got LADDER");

pos = pos + roll;

if(pos <= 100)

System.out.println("New Position is: " + pos);

else{

pos = pos - roll;

System.out.println("Remains at same position: " + pos);

}

cntr2++;

continue a;

case SNAKE:

System.out.println("Got SNAKE");

pos = pos - roll;

if (pos <= 100){

if (pos >= 0 ){

System.out.println("New Position is: " + pos);

}

else{

pos = 0;

System.out.println("New Position is: " + pos);

}

}

else{

System.out.println("New position is:" + pos);

}

cntr3++;

break;

default:

System.out.println("Default");

break;

}

}

int con1 = 1;

b: while(con1 == 1 && pos1 < 100){

System.out.println("PLAYER 2");

int roll1 = (int) (Math.floor(Math.random() \* 10) % 6 + 1);

c1++;

System.out.println("Number on rolled dice is : " +roll1);

con1 = (int) (Math.floor(Math.random() \* 10) % 3);

System.out.println("Condition: " +con1);

switch (con1){

case NO\_PLAY:

System.out.println("NO PLAY");

System.out.println("New Position is: " + pos1);

c4++;

break;

case LADDER:

System.out.println("Got LADDER");

pos1 = pos1 + roll1;

if(pos1 <= 100)

System.out.println("New Position is: " + pos1);

else{

pos1 = pos1 - roll1;

System.out.println("Remains at same position: " + pos1);

}

c2++;

continue b;

case SNAKE:

System.out.println("Got SNAKE");

pos1 = pos1 - roll1;

if (pos1 <= 100){

if (pos1 >= 0 ){

System.out.println("New Position is: " + pos1);

}

else{

pos1 = 0;

System.out.println("New Position is: " + pos1);

}

}

else{

System.out.println("New position is:" + pos1);

}

c3++;

break;

default:

System.out.println("Default");

break;

}

}

}

System.out.println();

System.out.println("-------------------");

if (pos == 100){

System.out.println("Player1 ROLLED DICE "+ cntr1 +" time and got SNAKE "+ cntr3 +" times and got LADDER "+ cntr2 +" times and got NO PLAY "+ cntr4 +" times to win the game");

System.out.println(" PLAYER1 WON");

}

else{

System.out.println("Player2 ROLLED DICE "+ c1 +" time and got SNAKE "+ c3 +" times and got LADDER "+ c2 +" times and got NO PLAY "+c4+" times to win the game");

System.out.println(" PLAYER2 WON");

}

System.out.println("-------------------");