Ladder ladder : Hashmap x, y : int[] # search(): Boolean get(): int get_position(): void Player count_1, x, y, row, pos : int turn, Winner: Boolean c : Circle myth name: String Controller random: Random isTurn(): Boolean dice: Imageview r1, r2 : Rectangle setTurn(): void dice_value : int p1, p2 : Player isWinner(): Boolean p : Player thread, thread2: myth setWinner(): void box_size, ROW, COL: int run(): void getCount_1(): int movement(): void dice, arrow_t : Imageview setCount 1(): void translate_player(): void getRow(): int createcontent(): Parent setRow(): void TranslateArrow(): void getX(): int setX(): void getY(): int setY(): void Snake getPos(): int setPos(): void snake: Hashmap **HelloApplication** getC(): Circle getName(): String search(): Boolean None get(): int start(): void main(): void