Practice 2 (Ladder2)

Analysis of problem

✔ In a randomly created ladder game, write a function that returns the starting point (In case of multi occurrences, x coordinate is the biggest point) by finding the shortest-moving-paths to the right and left directions

<Ladder game example>
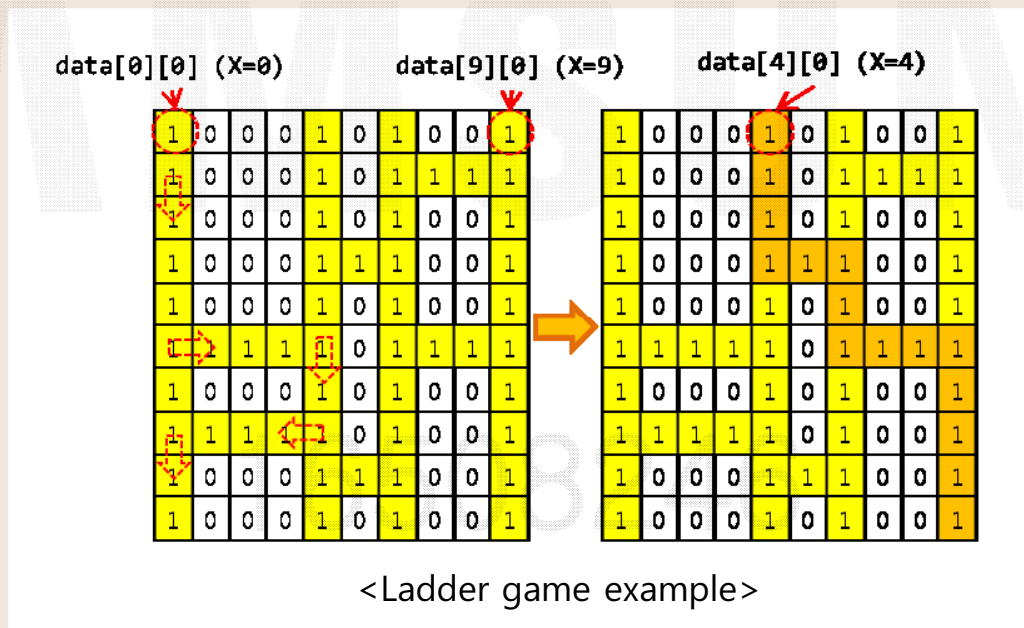
🖊 Input value

```
char data[SIZE][SIZE]; // information about ladder composition
                       // A ladder if element is 1; not a ladder if it is 0
```

🖊 Output value

- ✔ The starting point of the shortest- moving-paths to the left and right directions as a result of the ladder game
- ✔ In case of multipart occurrences, x coordinate is the biggest point