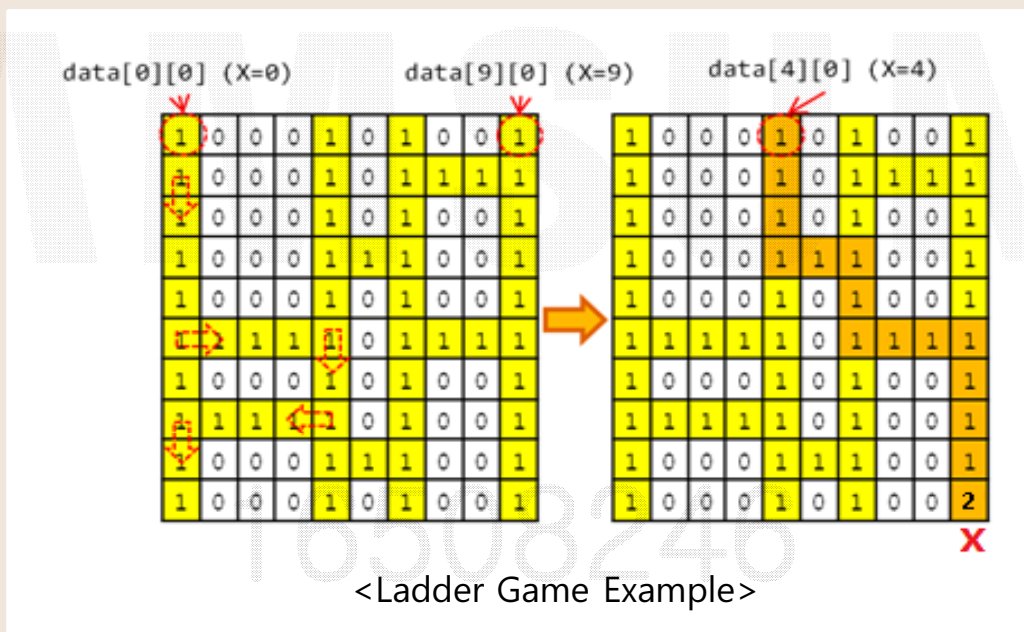# Practice 2 (Ladder1)

Analysis of problem

- A problem to find a starting point which arrives at a designated target point in a randomly created 100x100 ladder game.

<Ladder Game Example>

Input value

```
char data[100][100];      // information about ladder composition
                          // A ladder if element is 1; not a ladder if it is 0
                          // Arrival point is given as 2.
```

Output value

- ✔ X coordinate of the starting point which can reach the designated arrival point