

```
public class Life_Game {
    static final int goal = 100;

    private String player_name;
    private int current_location;

    public String get_player_name() {
        return player_name;
    }

    public void set_player_name(String name) {
        player_name = name;
    }

    public int get_current_location() {
        return current_location;
    }

    public void set_current_location(int loc) {
        if (loc <= goal) {
            current_location = loc;
        } else if (loc > goal) {
            current_location = goal;
        }
    }

    public void turn() {
        int dice_no = (int)(Math.random() * 6);

        if (dice_no == 0)
            dice_no = 6;

        System.out.println(player_name + "가(|) 주사위를던졌더니" +
                           dice_no + "가(|) 나왔습니다");

        set_current_location(current_location + dice_no);

        System.out.println(current_location + "(으)로이동합니다");
    }
}
```

```
public class Special_Move {
    private int special_locations[] = { 7, 13, 25, 43, 59, 66, 71, 88, 93 };
    private int special_moves[] = { 40, 3, 38, 11, 85, 9, 91, 54, 80 };

    private String special_messages[] = {
        "열심히 공부한 당신 40으로 이동",
        "너무 놀다가 낙제했네요 다시으로",
        "운이 좋았군요 복권 당첨 38로 이동",
        "사업이 망했네요 다시 11로",
        "투자가 대박을 맞았네요 85로 이동",
        "무리한 사업 확장으로 모두 망했네요 다시 9로",
        "열심히 한 노력이 결실을 맺었네요 91로",
        "재난으로 인해 큰 좌절을 맛보았네요 54로",
        "약간의 손실이니 다시 일어서면 됩니다 80으로"
    };

    public int special_move(int location) {
        for (int i = 0; i < special_locations.length; i++) {
            if (location == special_locations[i]) {
                System.out.println("!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!");
                System.out.println(special_messages[i]);
                System.out.println("!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!");
                return special_moves[i];
            }
        }
        return(location);
    }
}
```

```
public class Testdirve_LifeGame {
    public static void main(String [] args) {
        Special_Move life_game_refree = new Special_Move();
        Life_Game player1 = new Life_Game();
        Life_Game player2 = new Life_Game();

        player1.set_player_name("철수");
        player2.set_player_name("준희");

        while ((player1.get_current_location() < Life_Game.goal) &&
               (player2.get_current_location() < Life_Game.goal)) {
            player1.turn();
            player1.set_current_location(
                life_game_refree.special_move(
                    player1.get_current_location()));

            player2.turn();
            player2.set_current_location(
                life_game_refree.special_move(
                    player2.get_current_location())));
        }

        if (player1.get_current_location() == player2.get_current_location()) {
            System.out.println("비겼습니다");
        }
        else if (player1.get_current_location() == Life_Game.goal) {
            System.out.println(player1.get_player_name() +
                "가(이) 이겼습니다");
        }
        else if (player2.get_current_location() == Life_Game.goal) {
            System.out.println(player2.get_player_name() +
                "가(이) 이겼습니다");
        }
    }
}
```