

```

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(이) 주사위를던졌더니“ +
            dice_no + "가(이) 나왔습니다 ");

        set_current_location(current_location + dice_no);

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

```



```

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("순희");

        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");
        }
    }
}

```