Tools and Techniques for Speech and Language Processing

University of Illinois at Urbana-Champaign

Week 08 of 16 — Day 16 of 29

Play time

View the rules for solving the **Towers of Hanoi** problem:
https://en.wikipedia.org/wiki/Tower_of_Hanoi

Implement a class called `Towers` with 3 poles, `start`, `middle`, `goal`, and whose constructor takes an integer representing the number of disks placed on the `start` pole.

Implement a program that prompts the user for the number of disks (an int), instantiates a `Towers` object with that many disks on the `start` pole, and then successfully moves all disks to the `goal` pole using a recursive algorithm that follows the rules for solving the Towers of Hanoi.