ABSTRACT

The Tower of Hanoi also called the Tower of Brahma is a mathematical game or puzzle. It consists of three rods, and a number of disks of different sizes which can slide onto any rod. The puzzle starts with the disks in a neat stack in ascending order of size on one rod, the smallest at the top, thus making a conical shape.

The objective of the puzzle is to move the entire stack to another rod, obeying the following rules:

- Only one disk may be moved at a time.
- Each move consists of taking the upper disk from one of the rods and sliding it onto another rod, on top of the other disks that may already be present on that rod.
- No disk may be placed on top of a smaller disk.

This project implements the Towers of Hanoi in C++ using OpenGL. The program uses a menu for displaying the effects of these features. The menu can be accessed by right clicking on the screen at runtime. The program by default is paused. It can be started by right clicking and selecting "Solve". This causes the program to start executing. The rings of the towers are then moved from one tower to another. At any time of execution, the features can be enabled or disabled.