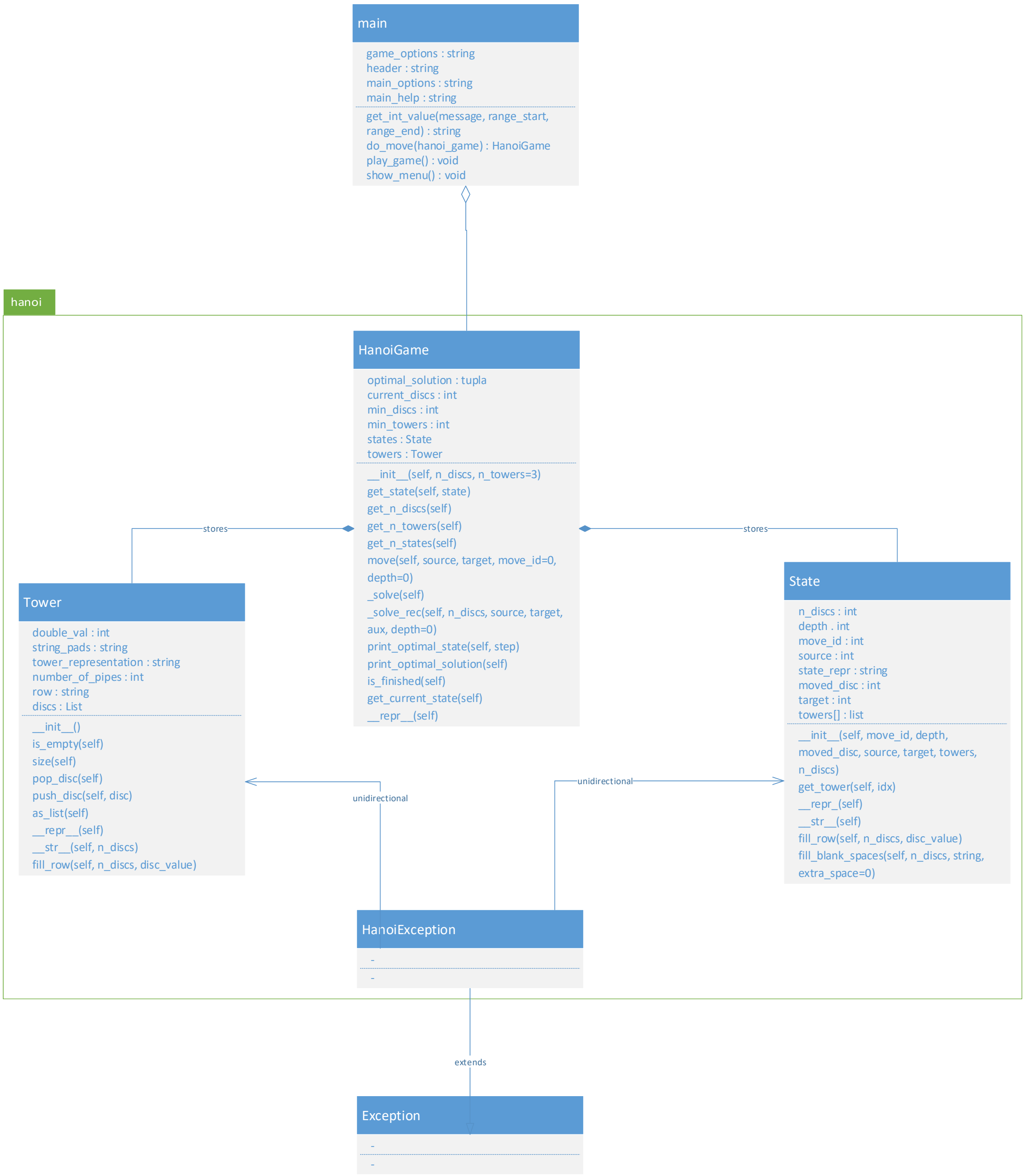
main
game_options : string
header : string
main_options : string
main_help : string
get_int_value(message, range_start, range_end) : string
do_move(hanoi_game) : HanoiGame
play_game() : void
show_menu() : void
hanoi
HanoiGame
optimal_solution : tupla
current_discs : int
min_discs : int
min_towers : int
states : State
towers : Tower
__init__(self, n_discs, n_towers=3)
get_state(self, state)
get_n_discs(self)
get_n_towers(self)
get_n_states(self)
move(self, source, target, move_id=0, depth=0)
_solve(self)
_solve_rec(self, n_discs, source, target, aux, depth=0)
print_optimal_state(self, step)
print_optimal_solution(self)
is_finished(self)
get_current_state(self)
__repr__(self)
stores
stores
Tower
double_val : int
string_pads : string
tower_representation : string
number_of_pipes : int
row : string
discs : List
__init__()
is_empty(self)
size(self)
pop_disc(self)
push_disc(self, disc)
as_list(self)
__repr__(self)
__str__(self, n_discs)
fill_row(self, n_discs, disc_value)
State
n_discs : int
depth . int
move_id : int
source : int
state_repr : string
moved_disc : int
target : int
towers[] : list
__init__(self, move_id, depth, moved_disc, source, target, towers, n_discs)
get_tower(self, idx)
__repr_(self)
__str__(self)
fill_row(self, n_discs, disc_value)
fill_blank_spaces(self, n_discs, string, extra_space=0)
unidirectional
unidirectional
HanoiException
-
-
extends
Exception
-
-