```
#include <stdio.h>
 3
     void towers(int, char, char, char);
 5
     int main()
 6 □{
 7
         int num;
 8
         printf("Enter the number of disks : ");
 9
         scanf("%d", &num);
10
         printf("The sequence of moves involved in the Tower of Hanoi are :\n");
11
         towers(num, 'A', 'C', 'B');
12
         return 0;
13
14
15
     void towers(int num, char frompeg, char topeg, char auxpeg)
16 ₽{
17
         if (num == 1)
18
             printf("\n Move disk 1 from disk %c to disk %c", frompeg, topeg);
19
20
             return;
21
22
         towers(num - 1, frompeg, auxpeg, topeg);
         printf("\n Move disk %d from disk %c to disk %c", num, frompeg, topeg);
23
24
         towers(num - 1, auxpeg, topeg, frompeg);
25
26
```

```
Enter the number of disks : 5
The sequence of moves involved in the Tower of Hanoi are :
Move disk 1 from disk A to disk C
Move disk 2 from disk A to disk B
Move disk 1 from disk C to disk B
Move disk 3 from disk A to disk C
Move disk 1 from disk B to disk A
Move disk 2 from disk B to disk C
Move disk 1 from disk A to disk C
Move disk 4 from disk A to disk B
Move disk 1 from disk C to disk B
Move disk 2 from disk C to disk A
Move disk 1 from disk B to disk A
Move disk 3 from disk C to disk B
Move disk 1 from disk A to disk C
Move disk 2 from disk A to disk B
Move disk 1 from disk C to disk B
Move disk 5 from disk A to disk C
Move disk 1 from disk B to disk A
Move disk 2 from disk B to disk C
Move disk 1 from disk A to disk C
Move disk 3 from disk B to disk A
Move disk 1 from disk C to disk B
Move disk 2 from disk C to disk A
Move disk 1 from disk B to disk A
Move disk 4 from disk B to disk C
Move disk 1 from disk A to disk C
Move disk 2 from disk A to disk B
Move disk 1 from disk C to disk B
Move disk 3 from disk A to disk C
Move disk 1 from disk B to disk A
Move disk 2 from disk B to disk C
Move disk 1 from disk A to disk C
(program exited with code: 0)
Press any key to continue . . .
```