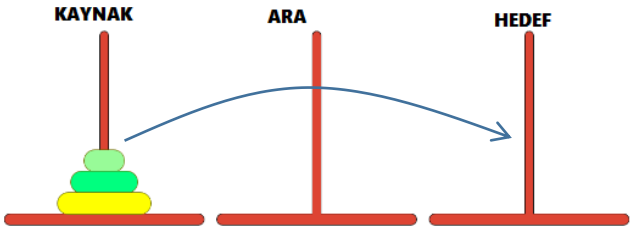
```cpp
#include <cstdlib>
#include <iostream>
using namespace std;

void hanoi(int nDisk,string K,string H,string A){
   if (nDisk==1){
      static int say=0;say++;//hamleleri say
      cout<<say<<".hamle: "<<K<<"->"<<H<<endl;
   }
   else{//nDisk>1
      hanoi(nDisk-1, K,A,H);//1
      hanoi(1, K,H,A);
      hanoi(nDisk-1, A,H,K);//1
   }
}

int main(){
  hanoi(3, "Kaynak","Hedef","Ara");
  return 0;
}

/*
3 diskli oyunu çözmek için
sırasıyla yapılacak hamleler:
1.hamle: Kaynak->Hedef
2.hamle: Kaynak->Ara
3.hamle: Hedef->Ara
4.hamle: Kaynak->Hedef
5.hamle: Ara->Kaynak
6.hamle: Ara->Hedef
7.hamle: Kaynak->Hedef
*/

//https://www.mathsisfun.com/games/towerofhanoi.html
```

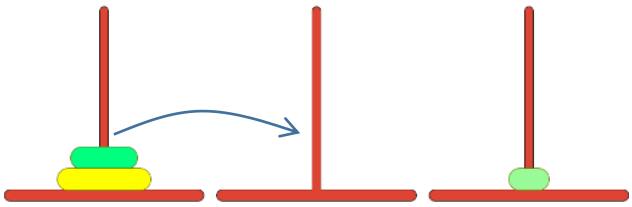
Hanoi diskleri için yazılan algoritmanın çalıştırılması sonucu elde edilen çözüm aşağıdaki gibi test edilebilir.

3 diskli oyunu çözmek için sırasıyla yapılacak hamleler:

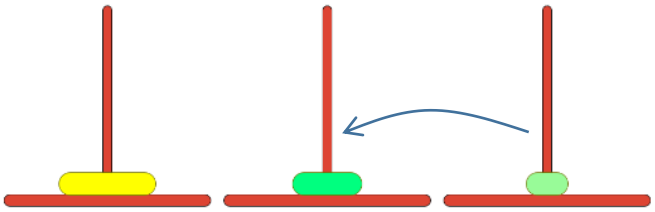
1.hamle: Kaynak->Hedef



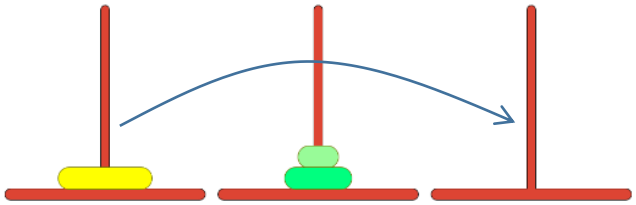
2.hamle: Kaynak->Ara



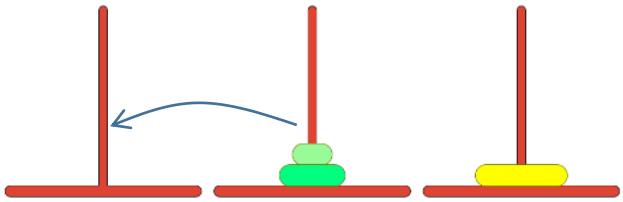
3.hamle: Hedef->Ara



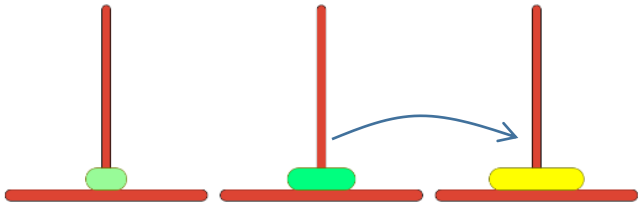
4.hamle: Kaynak->Hedef



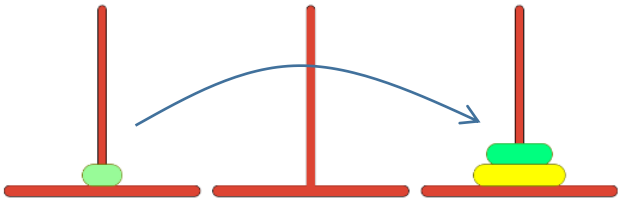
5.hamle: Ara->Kaynak



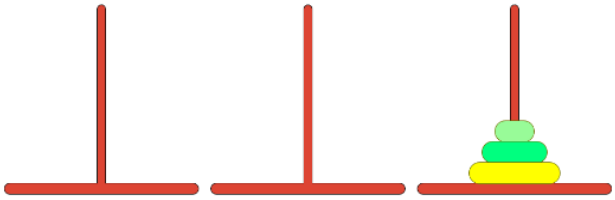
6.hamle: Ara->Hedef



7.hamle: Kaynak->Hedef



Son durum



https://www.mathsisfun.com/games/towerofhanoi.html