#include<stdio.h>//standard input output header flie//  
void towers(int,char,char,char);//declaring the function//  
int main()//main function//  
{  
        int num;//declaring the num variable//  
        printf("enter the number of disk::\n");//printing the statement//  
        scanf("%d",&num);//scans the num and allots the amount of memory in memory//  
        printf("the seq of moves involved\n");//prints the statement//  
        towers(num,'A','C','B');//function call//  
        return 0;  
}  
void towers(int num,char frompeg,char topeg,char auxpeg)  
{  
        if(num==1)//checks the condition//  
        {  
                printf("move disk 1 frompeg %c to topeg %c\n",frompeg,topeg);//prints the statement//  
        }  
        else  
        {        
                towers(num-1,frompeg,auxpeg,topeg);//called function//  
                printf("move disk %d frompeg %c to topeg %c \n",num,frompeg,topeg);//prints the statement//  
                towers(num-1,auxpeg,topeg,frompeg);  
        }  
}