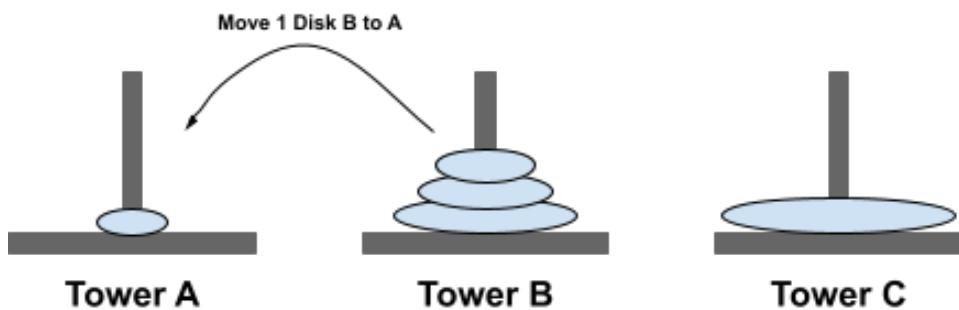


## TP 1

**Objective:** Implement and understand the principle of recursion through a classic example.

**Instructions:** Type the source code for each section, write a complete `int main()` to test it, and correct all lexical, syntax, semantic, runtime, and logic errors. Finally, test your program with various input sizes and discuss the program's behavior as the input size ( $n$ ) becomes large.

### A. Tower of Hanoi



#### Problem Statement

You are given **three pegs** (or rods):

- **Source (A)**
- **Auxiliary (B)**
- **Destination (C)**

You also have **n disks** of different sizes that can slide onto any peg. The puzzle starts with the disks neatly stacked in **increasing size order** on the **source peg**, smallest on top.

#### Goal:

Move all the disks from the **source peg (A)** to the **destination peg (C)** following these **rules**:

1. You can move **only one disk at a time**.
2. Each move consists of taking the **top disk** from one stack and placing it on **top of another stack**.
3. **No disk** may be placed on **top of a smaller disk**.

#### To do:

Develop a recursive C++ program that simulates the movement of disks in the Tower of Hanoi problem.

### Hints:

Consider N disks numbered from 1 to N and three pegs labeled A, B, and C.

Identify the **base case** and the **recursive case** in this program.

To move n disks from A → C using B as auxiliary:

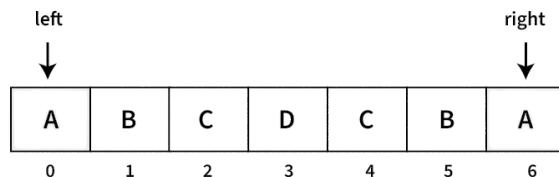
1. Move the top  $n-1$  disks from A → B using C as auxiliary.
2. Move the **remaining largest disk** from A → C.
3. Move the  $n-1$  disks from B → C using A as auxiliary.

To visualize the execution trace, print each movement in the format: Move disk 1 from A → C.

## B. Palindrome Check

### Problem Statement

We need to check if a string is a palindrome (i.e., it reads the same forward and backward) using recursion.



### To do:

write a recursive C++ function named (`isPalindrome`) that determines whether a given string is a palindrome or not:

```
bool isPalindrome(string s, int left, int right);
```