ACTIVITY SELECTION PROBLEM- here we find the maximum activity to be performed with the condition of activity to not overlap.  
DIFFERENCE BETWEEN GREEDY AND DP- In dp we traverse in every path and find the optimal answer whereas in greedy we go acc to planned approach we have in our mind where to go .  
to be filled->()/from filling(). Example[a[i]=i+1;]

Rules:  
only 1 move at a time.  
total no of moves=2^n-1[n= no of plates]  
Larger disk always put down the smaller.