# **Advanced Programming**

Programming Assignment #1



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#### **Tower of Hanoi: A Mathematical Puzzle**

- ☐ Goal: Move the entire stack of disks from the first rod to the last one while obeying the following rules:
  - Only one disk can be moved at a time.
  - Each move consists of taking the upper disk from one of the stack and placing it on top of another stack or on an empty rod.
  - No larger disk may be placed on top of a smaller disk.



 $\times$  With n disks, the minimal number of moves required to solve a Tower of Hanoi puzzle is  $2^n-1$ 

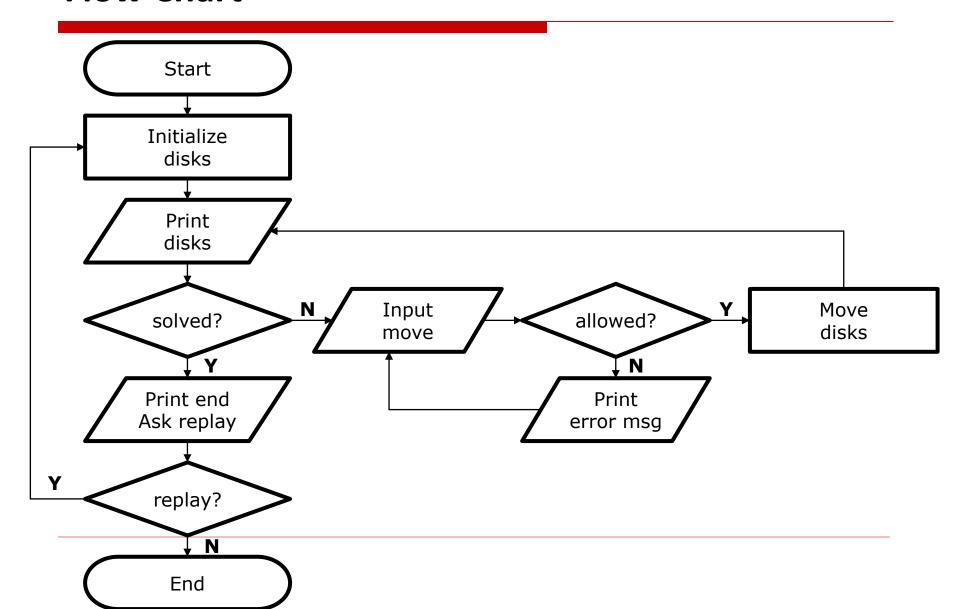
### Interactive App for Solving Tower of Hanoi

#### Objective

- Implement a text-based application of solving Tower of Hanoi puzzle in a console window by using C++
- An example screenshot

```
| The state of the
```

#### **Flow Chart**



- Initial status
  - All disks are stacked on the first rod in a decreasing order of sizes

```
[1] 3 2 1
[2]
[3]
[1] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]):
```

- Initial status
  - All disks are stacked on the first rod in a decreasing order of sizes



- Initial status
  - All disks are stacked on the first rod in a decreasing order of sizes

```
D.W.Lectures#2021-1 C++#HWN1#Debug#HWN1.exe

[1] 3 2 1

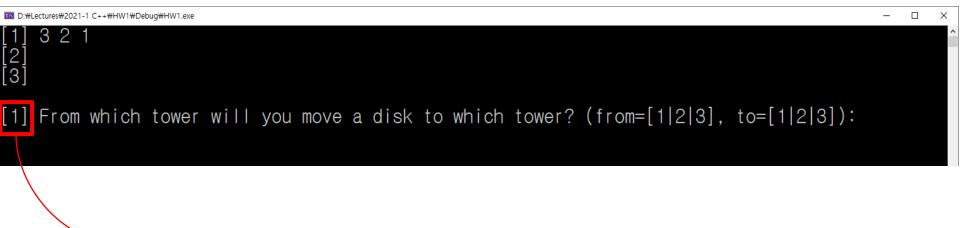
[2]

[3]

[1] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]):
```

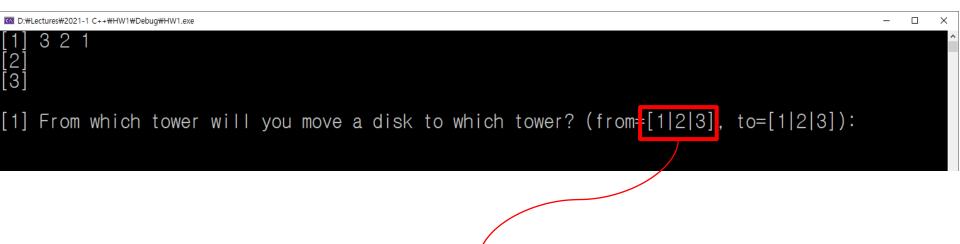
Sizes of disks stacked on a rod (from bottom to top)

- Initial status
  - All disks are stacked on the first rod in a decreasing order of sizes



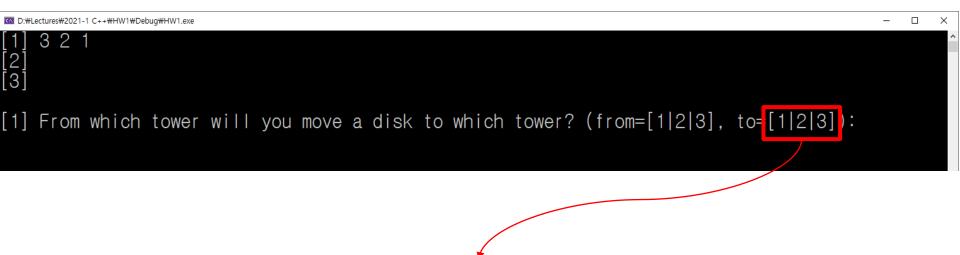
**Number of moves** (starts from **1** again, not **0**)

- Initial status
  - All disks are stacked on the first rod in a decreasing order of sizes



The allowed indices of the rod **from** which a disk will be moved

- Initial status
  - All disks are stacked on the first rod in a decreasing order of sizes



The allowed indices of the rod to which a disk will be moved

- Receive the next movement input from the user
  - The user needs to give the indices of the rods from and to which a disk will be moved within the allowed range (1~3)

```
3 2 1
[1] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]): -1 1
=> Move failed!
[1] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]): 1 1
=> Move failed!
[1] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]): 0.3
=> Move failed!
[1] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]): 13
=> Move succeeded!
[2] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]):
```

- Receive the next movement input from the user
  - The user needs to give the indices of the rods from and to which a disk will be moved within the allowed range (1~3)

```
[1] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]): -1 1
=> Move failed!
[1] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]): 1 1
=> Move failed!
[1] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]):
=> Move failed!
[1] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]): 13
=> Move succeeded!
[2] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]):
```

- Receive the next movement input from the user
  - The user needs to give the indices of the rods from and to which a disk will be moved within the allowed range (1~3)

```
3 2 1
[1] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]): -1 1
=> Move failed!
[1] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]): 1 1
=> Move failed!
[1] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]): 0.3
=> Move failed!
[1] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]): 1 3
=> Move succeeded!
   3 2
```

[2] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]):

- Repeat the same process till the puzzle is solved
  - Print the updated status
  - Receive the movement input

```
3 2 1
[1] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]): -1 1
=> Move failed!
[1] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]): 1 1
=> Move failed!
[1] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]): 0.3
=> Move failed!
[1] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]): 13
=> Move succeeded!
   3 2
```

[2] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]):

- Terminate the current session if the puzzle is solved
  - Print the congratulation message
  - Allow the user to solve the puzzle again from the initial status

```
=> Move succeeded!
[6] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]): 2 3
=> Move succeeded!
[7] From which tower will you move a disk to which tower? (from=[1|2|3], to=[1|2|3]): 13
=> Move succeeded!
[1]
[2]
[3] 3 2 1
```

Congratulation! You solved it in 7 moves! Do you want to play again? (Y/N):

#### **Submission**

Code Include only the "std\_lib\_facilities.h" Use **cin** and **cout** for input and output Don't use printf and scanf Use **vector** to store disks on each rod Don't use arrays of anything Use push\_back(), pop\_back(), size(), clear(), and [] operator Hint. You can even use a vector of vectors to store disks on all rods (e.g. vector<vector<int>> towers;) Define at least 3 functions in addition to main() □ e.g. PrintTowers(), IsMoveAllowed(), MoveDisk(), etc. Do **NOT** declare any global variables Use only local variables and function arguments Make the code readable Meaningful names, indentation, comments, etc. Grading will be done with Visual Studio Community 2019

## **Submission**

Rep		page Course title, submission date, affiliation, student ID, full name
•	For 6	each requirement, explain how you fulfilled it  Do not just dump the entire code at once  It's okay to copy snippets of your code to complement written description
•	For e	each additional feature, if exist, explain what it is and how you implemented it e.g. drawing the status of puzzle more intuitively, solving the puzzle automatically, allowing to modify # of disks, # of rods, etc.
١	Dem □ □ □ ·	How correctly control the overall flow as specified in the flow chart How correctly respond to valid and erroneous inputs How correctly determine if the puzzle is solved or not Capture and attach a screen shot for each example case
•	Cond	clude with some comments on your work  Key challenges you have successfully tackled  Limitations you hope to address in the future

#### **Submission**

- ☐ Compress your code and report into a single \*.zip file
  - Code
    - ☐ The entire project folder including \*.sln, \*.cpp, \*.h, etc.
    - The grader should be able to open the \*.sln and build/run the project immediately without any problems
  - Report
    - ☐ A single \*.pdf file
    - You should convert your word format (\*.hwp, \*.doc, \*.docx) to PDF format (\*.pdf) before zipping
  - Name your zip file as your student ID
    - ex) 2012726055.zip
- Upload to homework assignment menu in KLAS
- Due at 4/10 (Sat), 11:59 PM

# **An Example of Additional Features**

