Enter number of disk 3

tower(3); // parametric constructor called

3	0
total disk	no of steps

→ inside for loop disks add in first rod (A, B, C) then start moving disk (we have 3 pegs name 0, 1, and 2).

towerObj.moveDisks(3, 0, 1, 2);

- 3 → no of disks
- 0 → peg 1
- 1 → peg 2
- 2 → peg 3
- towerObj. → function call.

* Inside moveDisks there is a check is number of disks are greator than 0 or not.

- Then a recursive function call with

moveDisks(2, 0, 1, 2)

- 2 → no of disk - 1
- 0 → start
- 1 → between rod
- 2 → end rod

moveDisks (2 , 0, 2, 1) ;
moveDisks (1, 0, 1, 2) ;

so now no of Disks is no more recursively call due to greater than condition

Now, pegs [0] < pegs [2] then one disk is pop from first peg and push it into last peg.

then we call

moveDisk (0 , 0, 1, 2)
start
between
end

this function pop one value disk and push it into the second peg

Now the last disk is the greator than all so the disk in last rod placed on second peg because it is smaller than the disk of second peg and this process is so on.

→ If the disk is greator disk will not move
→ Only move when moving disk is smaller than the second one.

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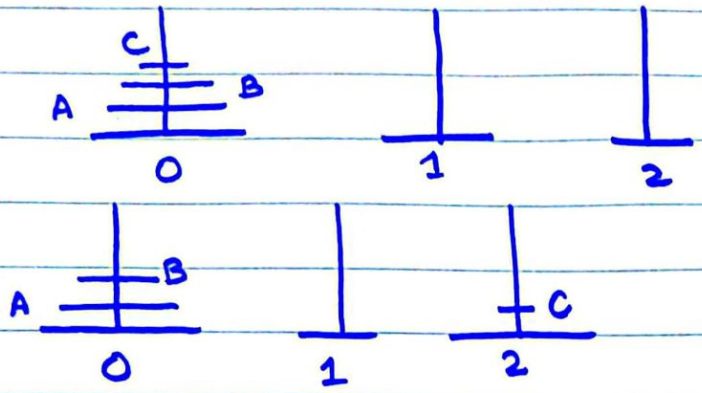
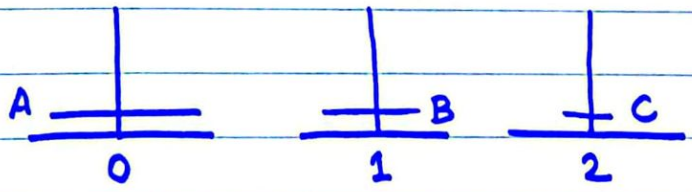
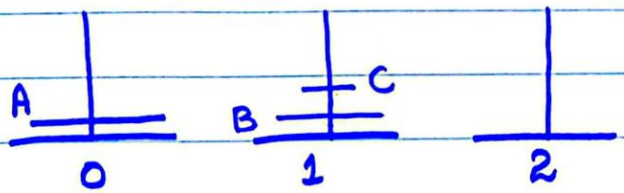
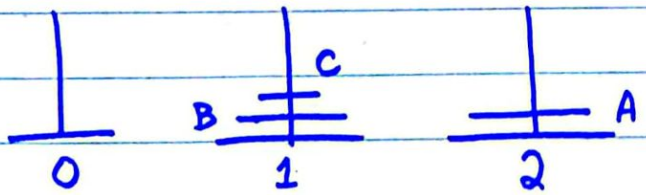
Movement of Disks

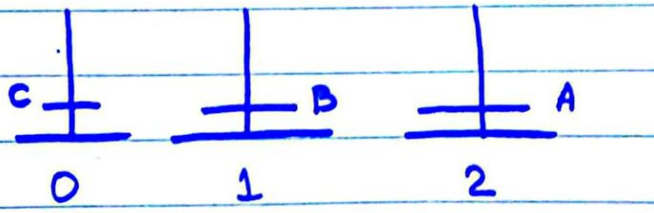
No of disk : 3

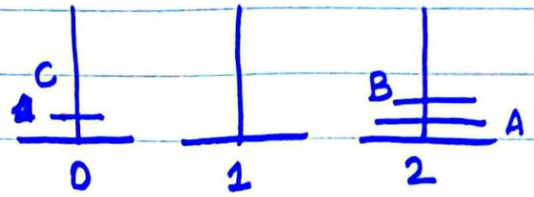


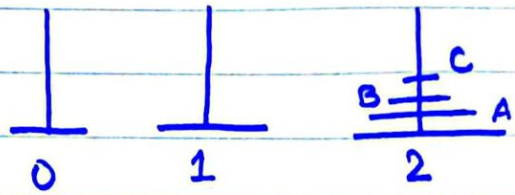












Disk Complete

7 - steps