```
// Solution for towers of Hanoi puzzle
// In the execution tree, label the three statements in the "else" as 1, 2, 3
// See full code, including main, linked off the code web page

void moveDisks (int n, char fromPeg, char toPeg, char auxPeg) {
    if (n == 1) {
        cout << setw(6) << n
            << "                " << fromPeg << "                " << toPeg << endl;
    }
    else {
        moveDisks(n-1, fromPeg, auxPeg, toPeg);
        cout << setw(6) << n
            << "                "  << fromPeg << "                " << toPeg << endl;
        moveDisks(n-1, auxPeg, toPeg, fromPeg);
    }
}
```