

```
1 function towerOfHanoi(source, helper, target) {  
2   function moveDisks(n, innerSource, innerHelper, innerTarget) {  
3     if (n <= 0) {  
4       return;  
5     }  
6     moveDisks(n - 1, innerSource, innerTarget, innerHelper);  
7     innerTarget.push(innerSource.pop());  
8     moveDisks(n - 1, innerHelper, innerSource, innerTarget);  
9   }  
10  moveDisks(source.length, source, helper, target);  
11 };  
12  
13 let source= [4,3,2,1];  
14 let target= [];  
15 let helper= [];  
16  
17 towerOfHanoi(source,helper,target);
```