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Assignment 3: The Tower of Brahma Writeup

In this assignment we had to implement the Tower of Hanoi game with two different methods. One way we had to implement this is through recursion and the other was through a stack-based function. Although I dislike recursion, I am familiar with it and found that implementing this program through recursion was much easier than with the stack method. However, this assignment allowed me to truly learn how to work with abstract data types and I eventually was successful in implementing the Tower of Hanoi game with the stack method.

Some issues that came up along the way was understanding the indexing of the stacks and working with the pointers to the top of the stack. For the longest time I couldn't figure out why my `stack_peek` function could not tell which disk was larger than the other. I then realized it was due to incorrect indexing. Another issue that came up and that I am still facing is working with `getopt()` and parsing the arguments properly. I ran my program with entering the arguments manually and was able to get the correct output. However, I cannot get my program to print anything. I am still working at this issue and hope to find a solution soon.