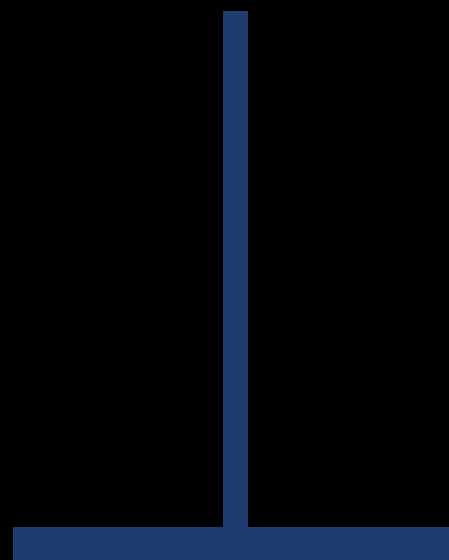
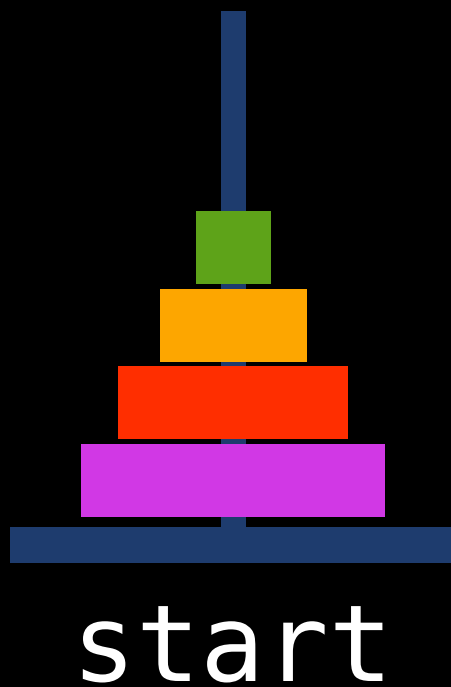


CS 61A

TOWERS OF HANOI

THE PROBLEM

Need to move **n** disks from the rod
start to the rod **end**
 $1 \leq \text{start}, \text{end} \leq 3$



THE PROBLEM

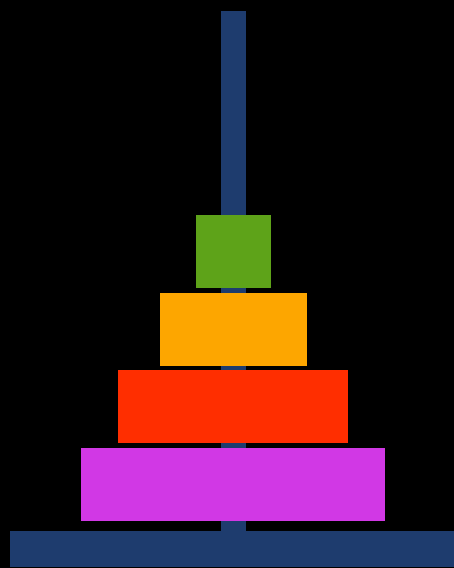
Need to move **n** disks from the rod
start to the rod **end**
 $1 \leq \text{start}, \text{end} \leq 3$

A **move** is defined as taking the top disk
of one rod and moving it to the top of
another rod

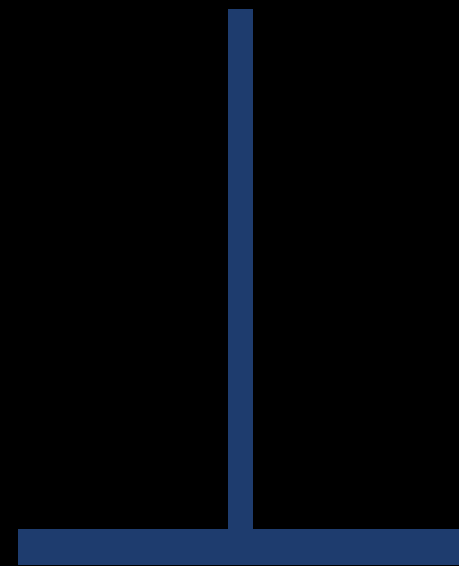
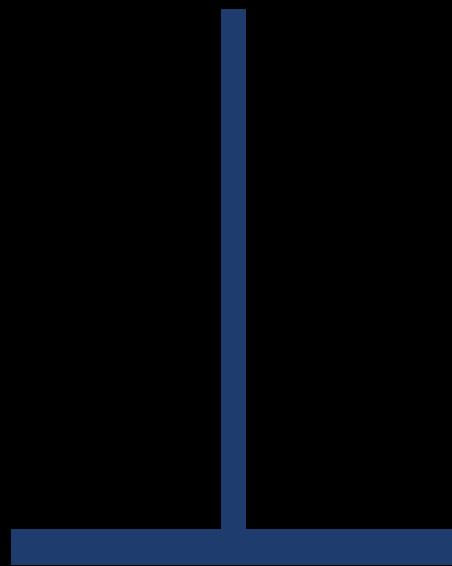


THE RULES

Only **one** disk can
be moved at a time



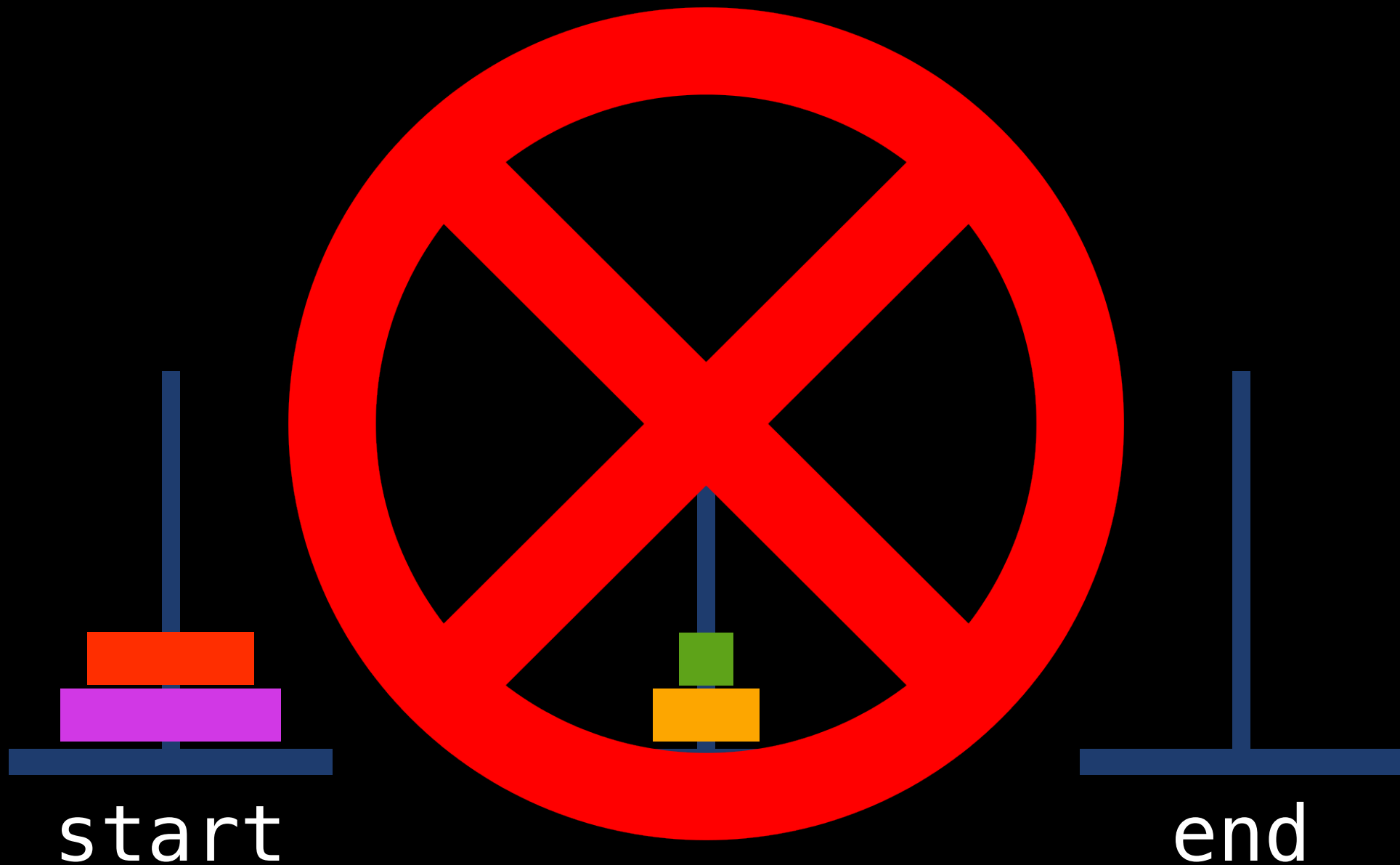
start



end

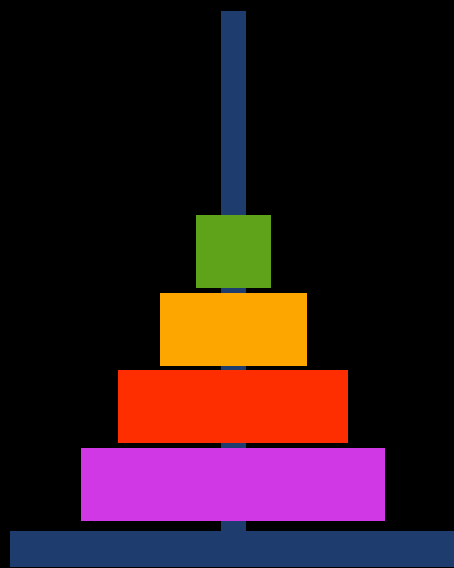
THE RULES

Only **one** disk can
be moved at a time

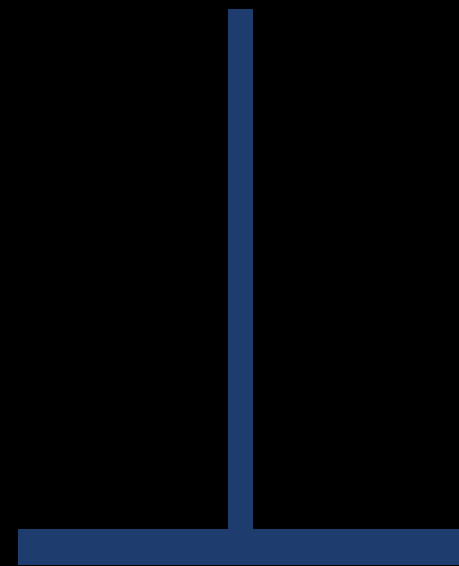
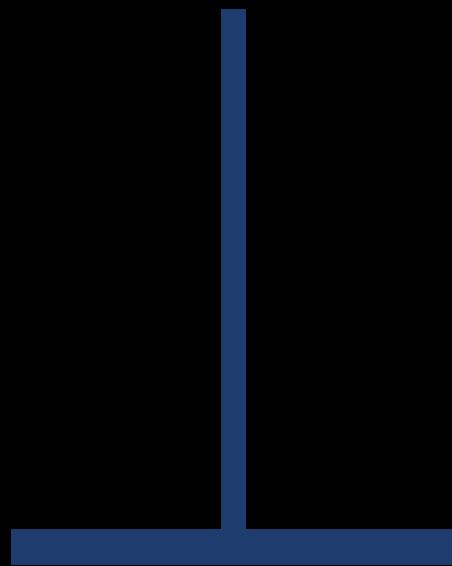


THE RULES

No disk can be placed
atop a smaller disk



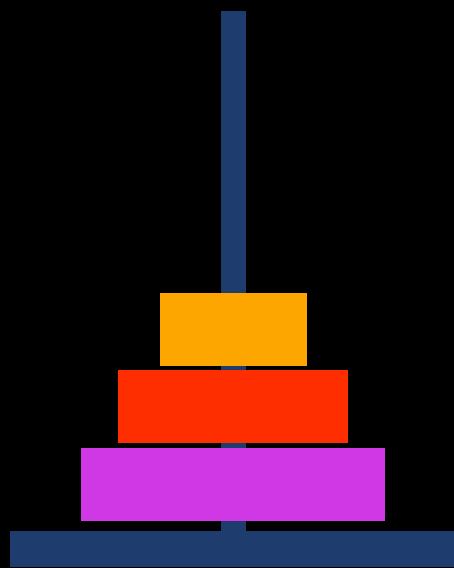
start



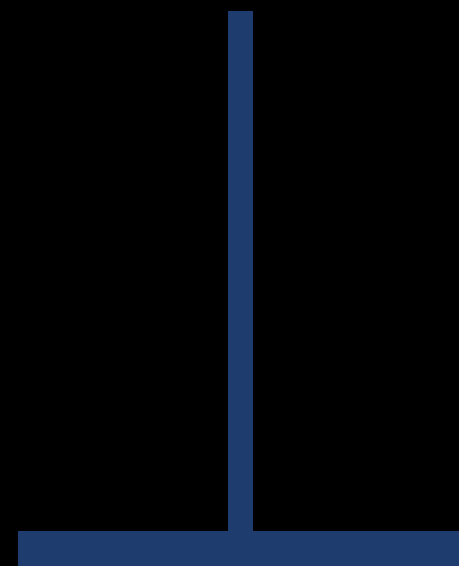
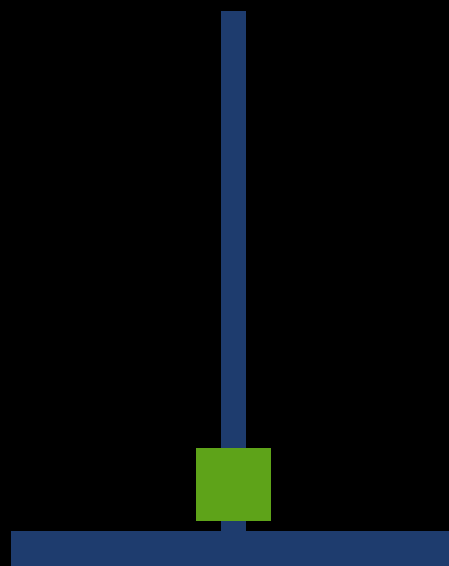
end

THE RULES

No disk can be placed
atop a smaller disk



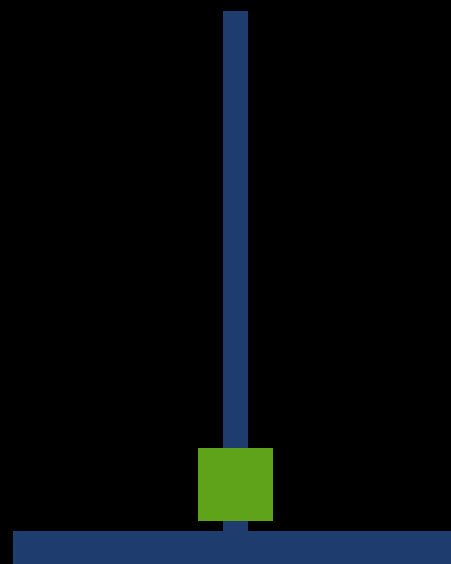
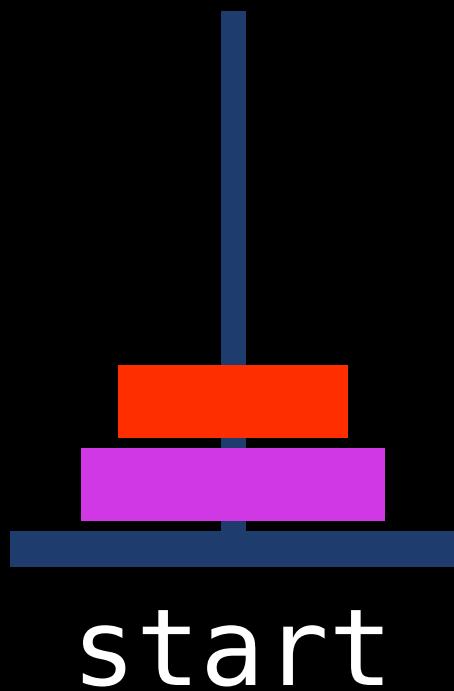
start



end

THE RULES

No disk can be placed
atop a smaller disk



THE RULES

No disk can be placed
atop a smaller disk

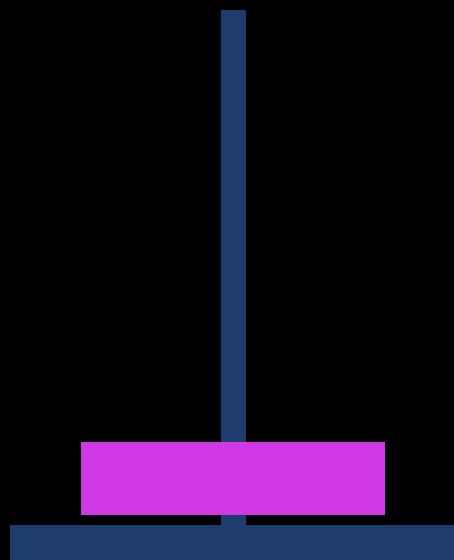


THE GOAL

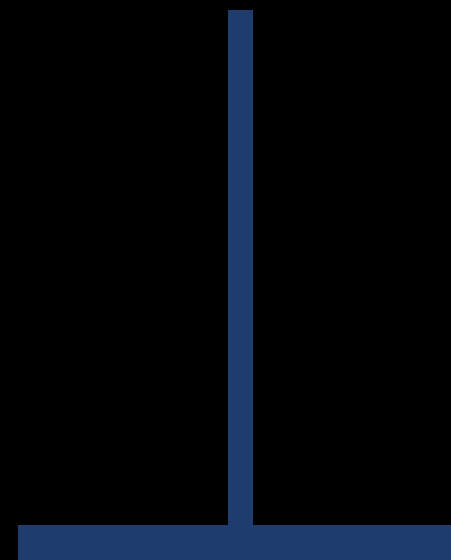
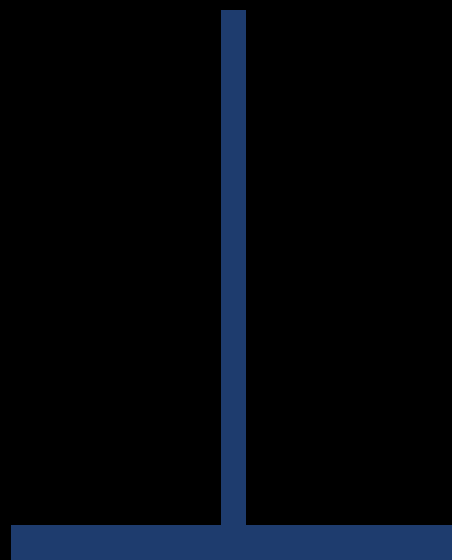
Write a function **move_stack**
that outputs each step required to move
n disks from the rod **start** to the rod **end**

Break into smaller problems... **RECURSION**

n = 1

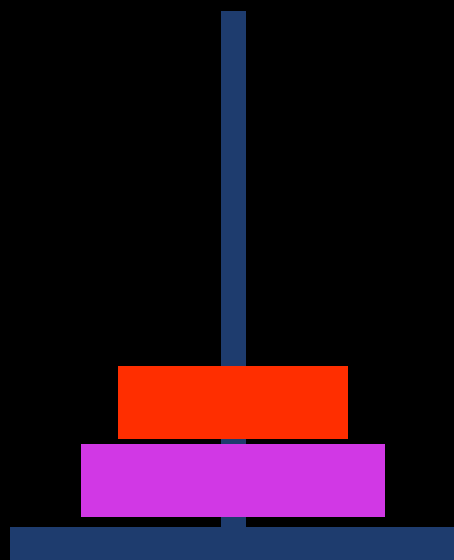


start

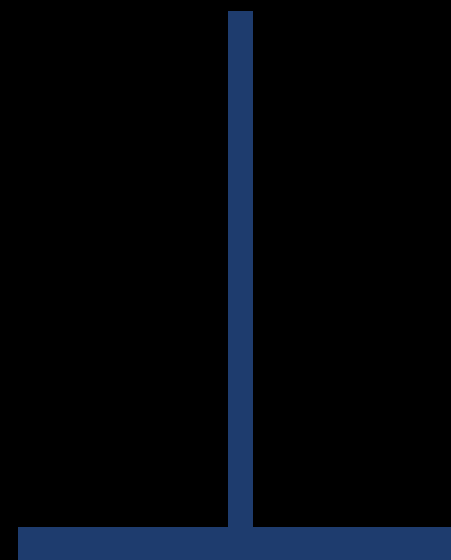
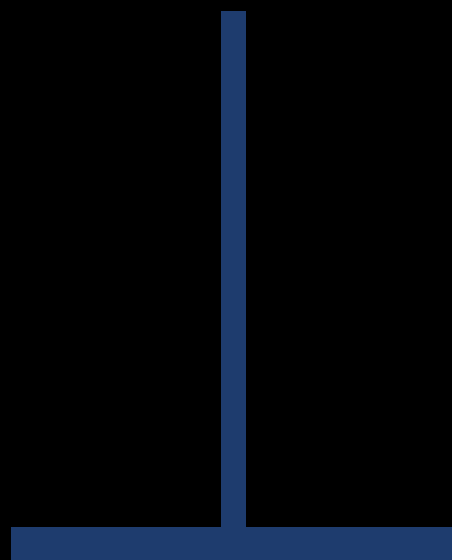


end

n = 2

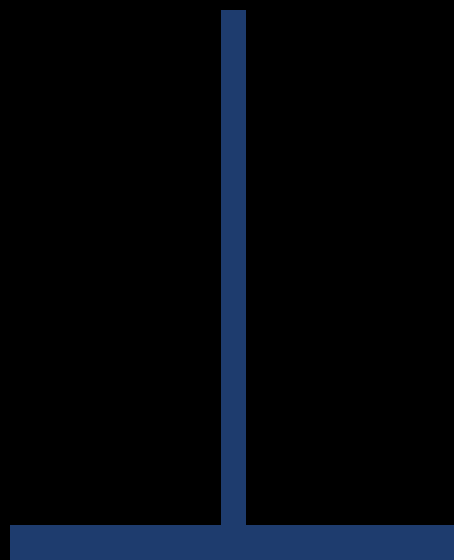


start

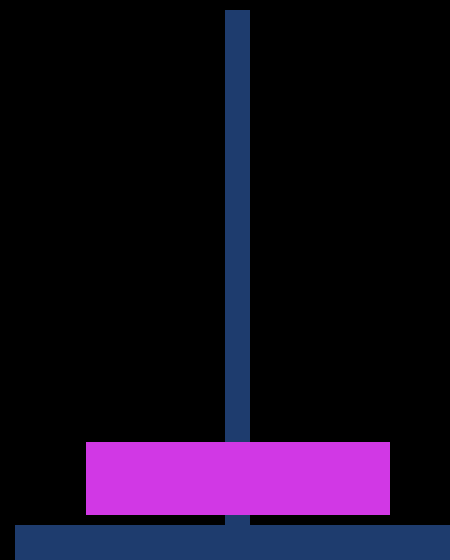
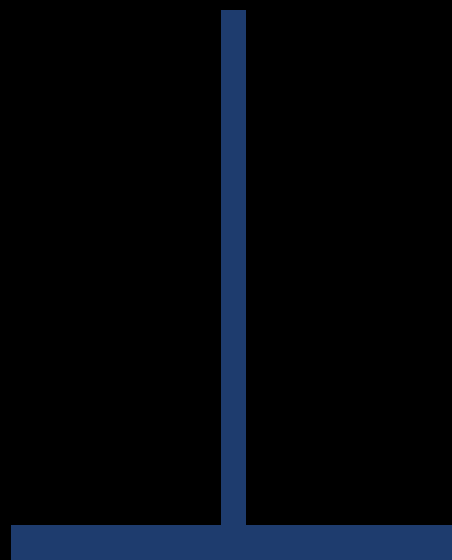


end

n = 1

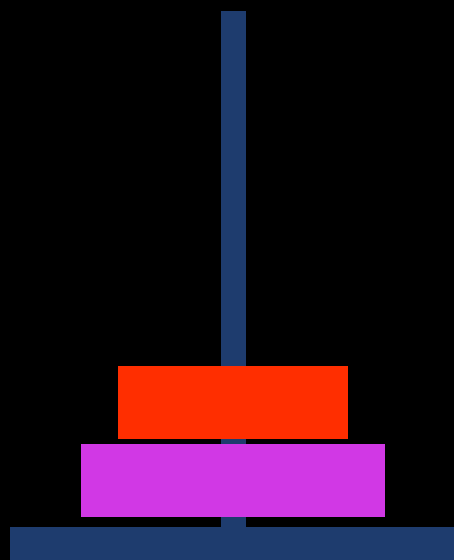


start

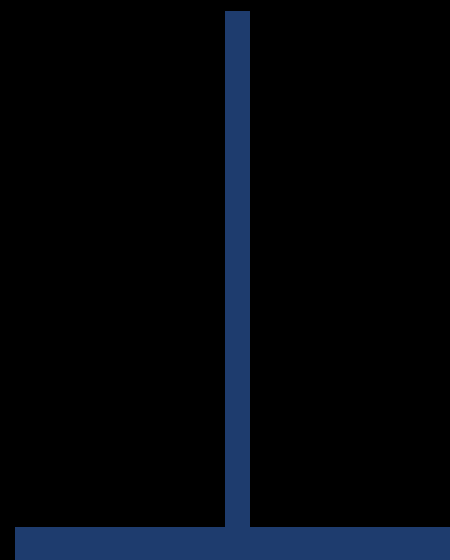
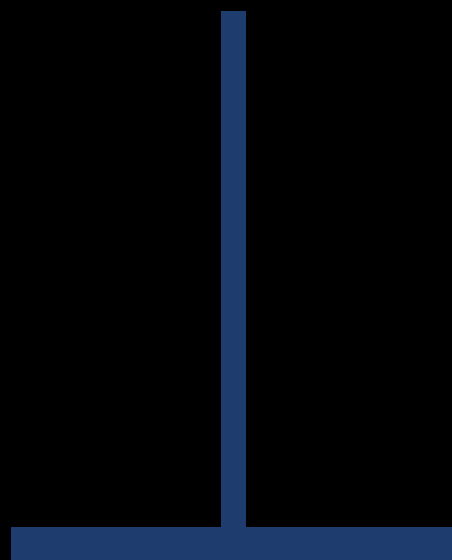


end

n = 2

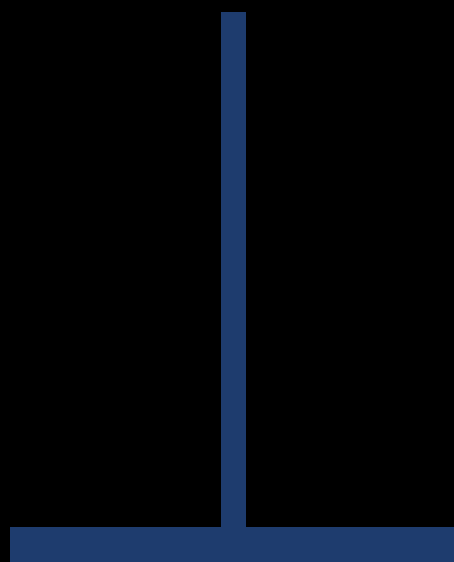


start

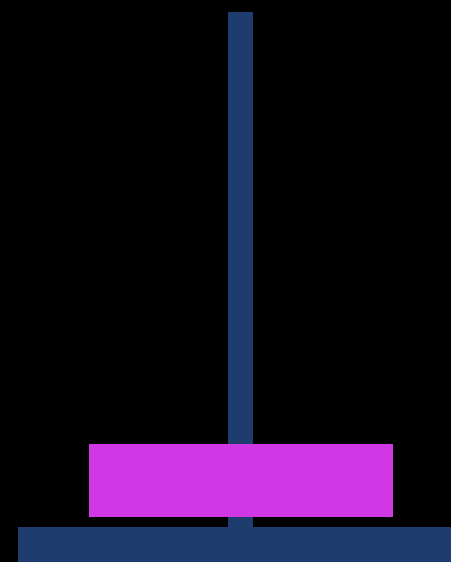
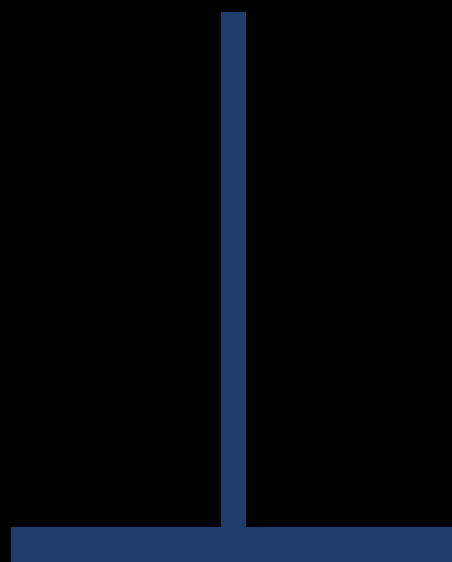


end

n = 1

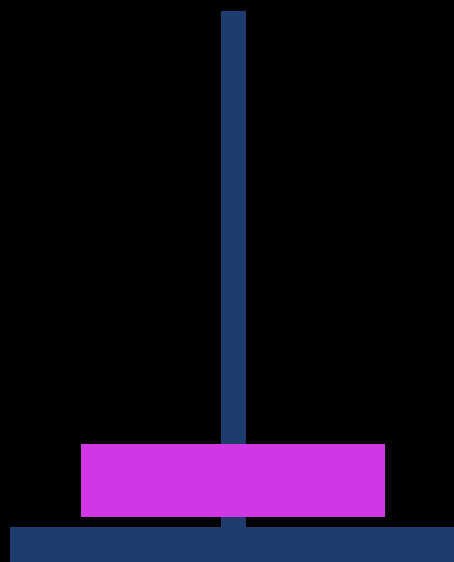


start

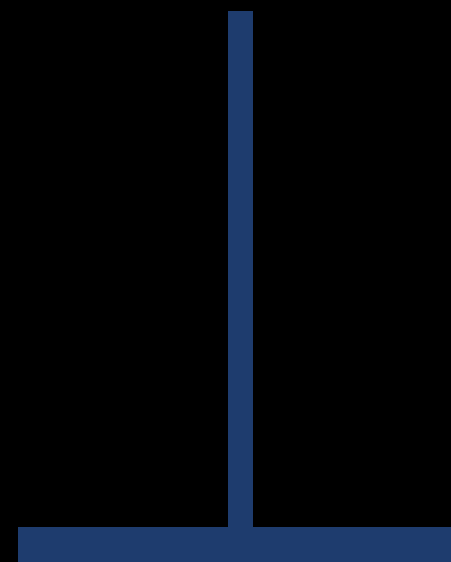
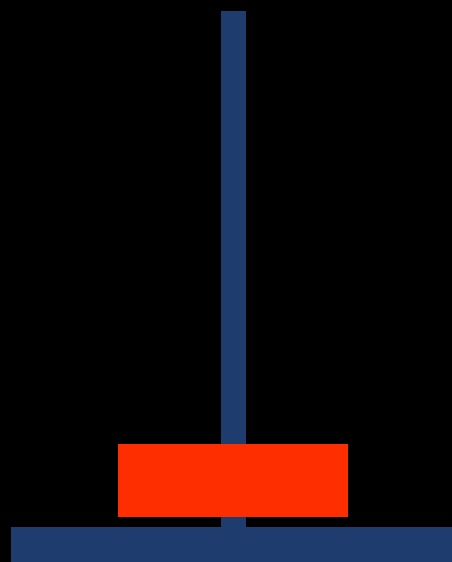


end

n = 2

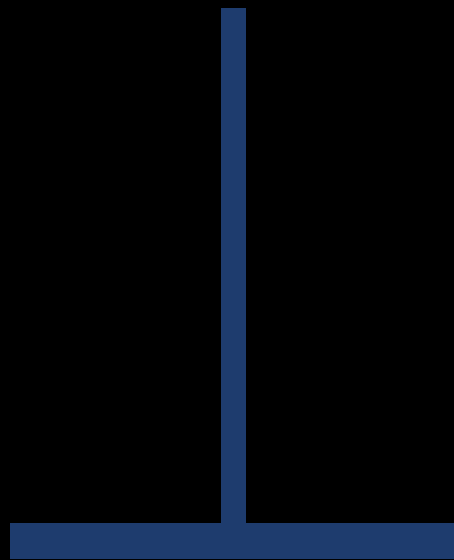


start

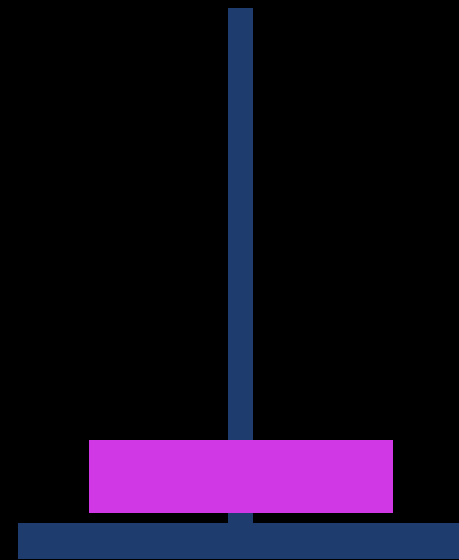
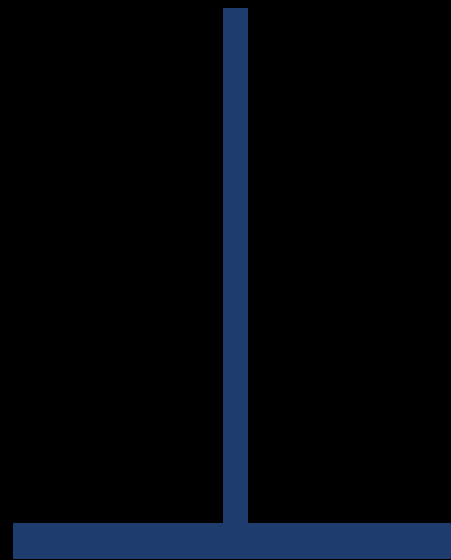


end

n = 1

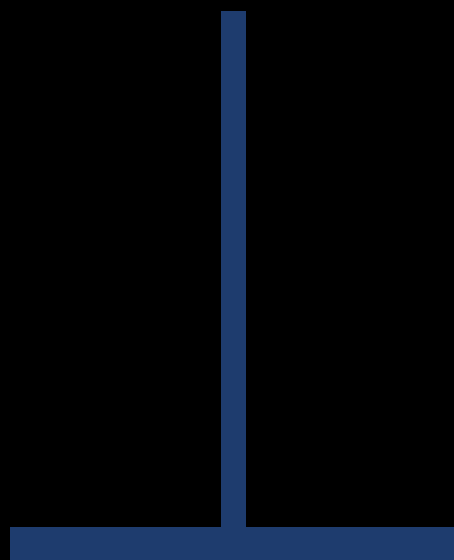


start

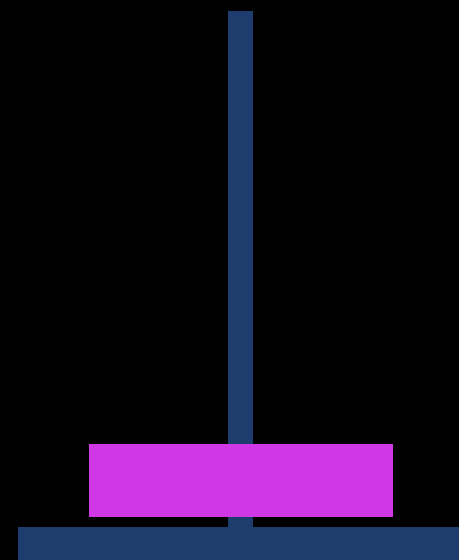
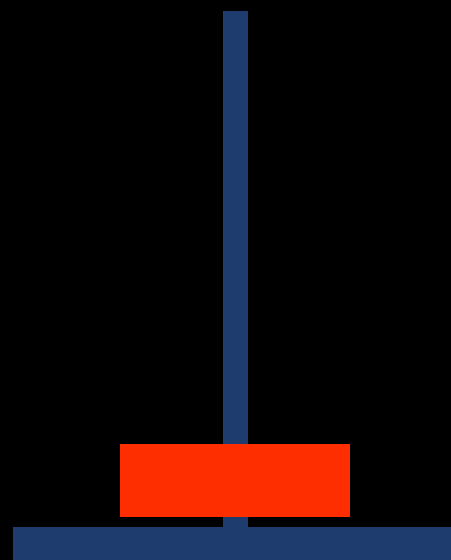


end

n = 2

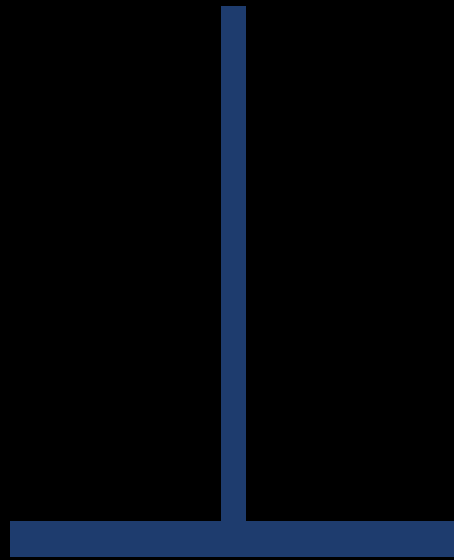


start

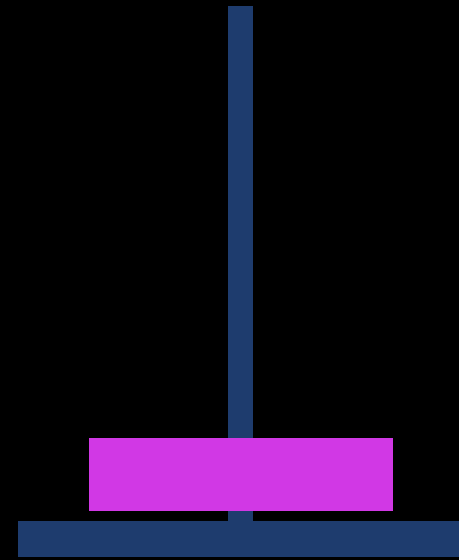
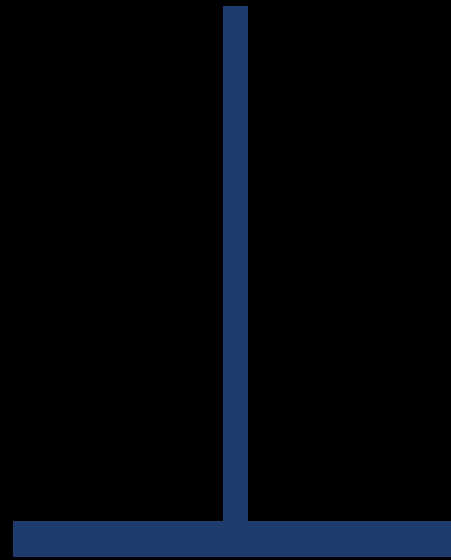


end

n = 1

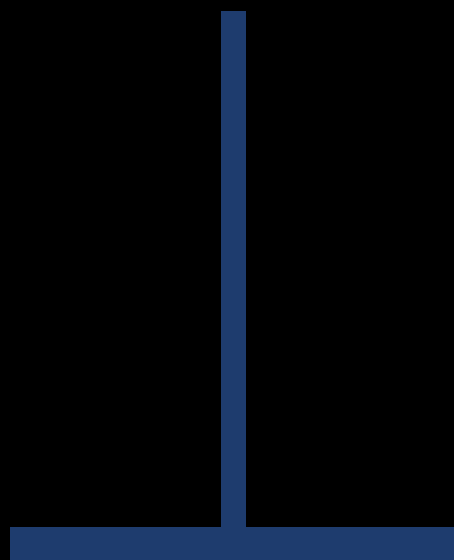


start

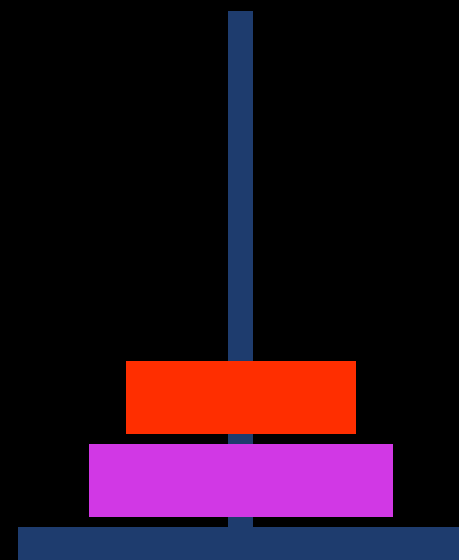
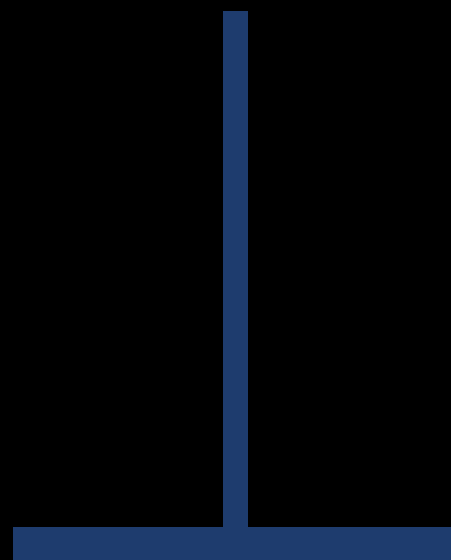


end

n = 2

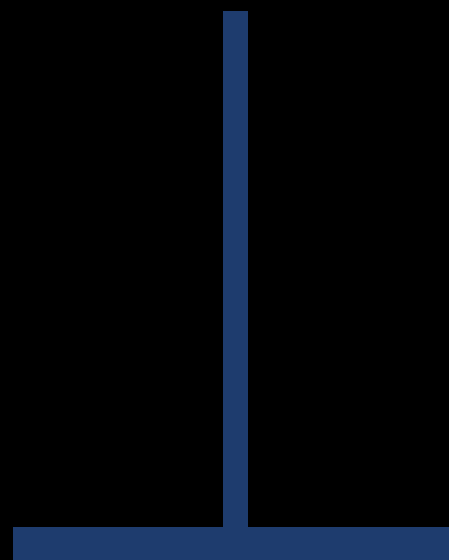
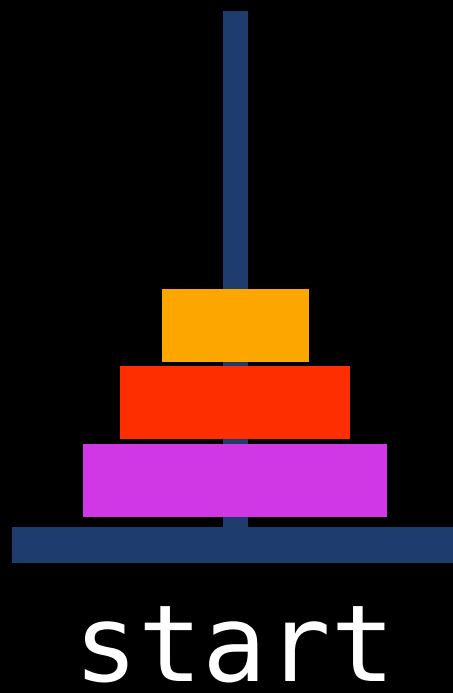


start

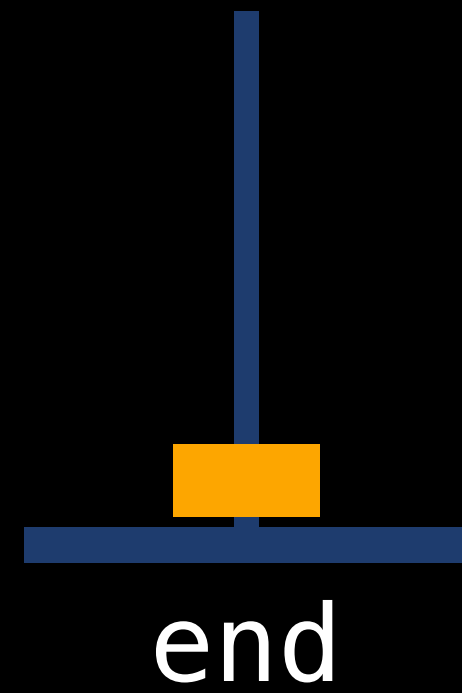
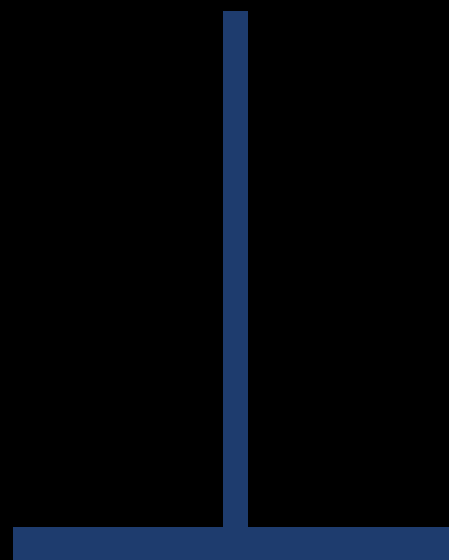
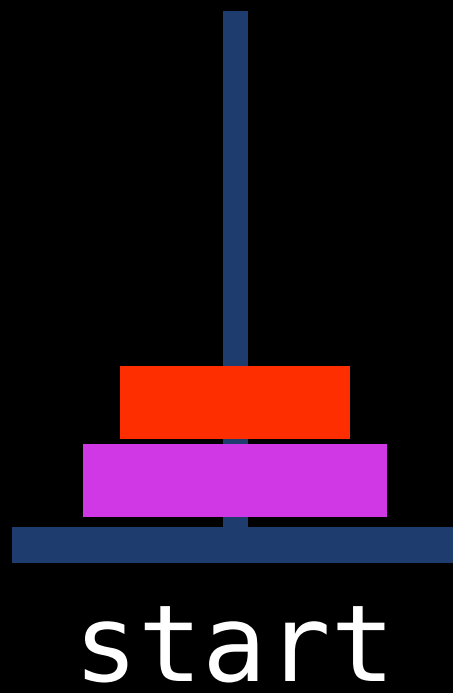


end

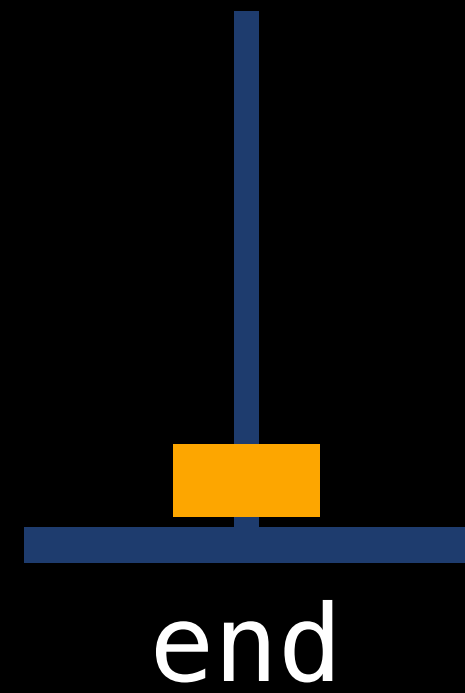
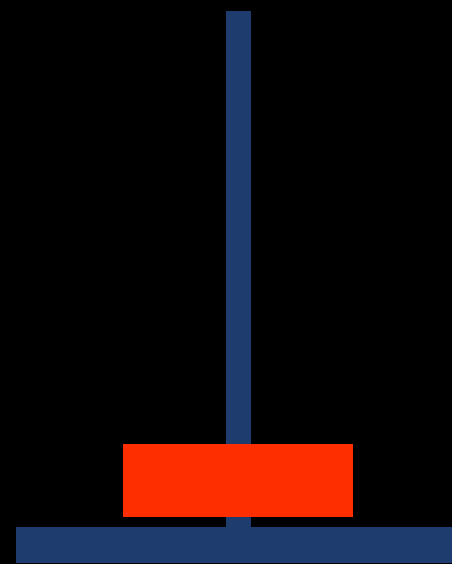
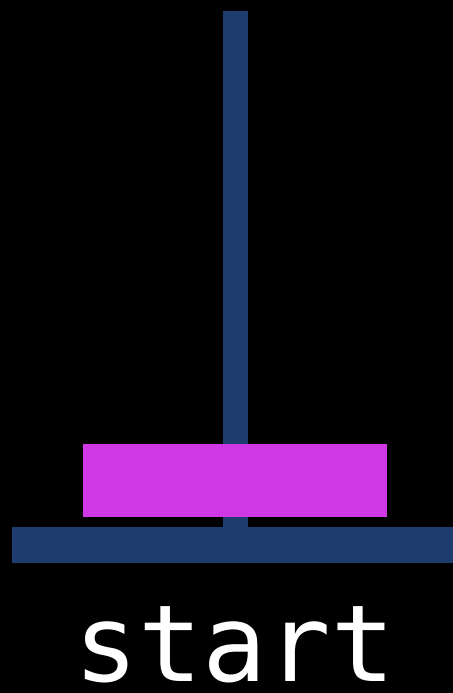
n = 3



n = 3

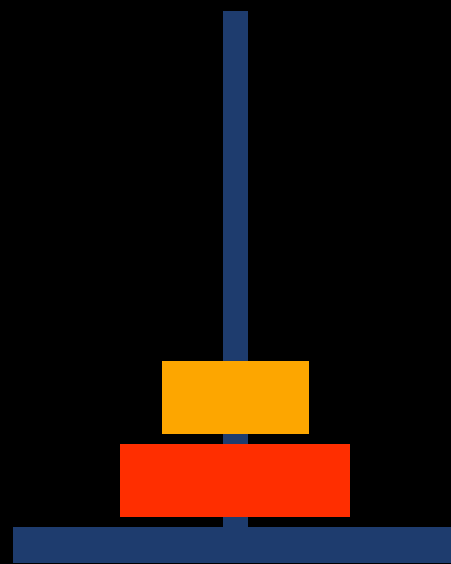
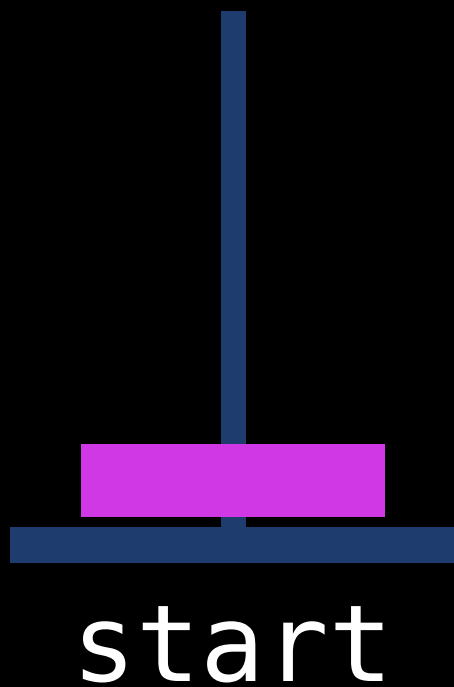


n = 3

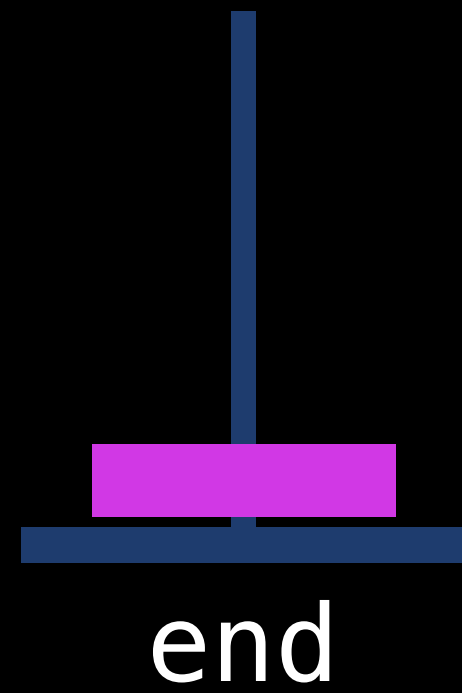
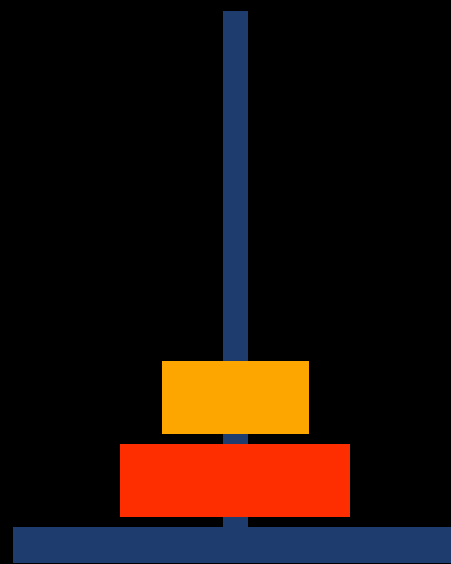


n = 3

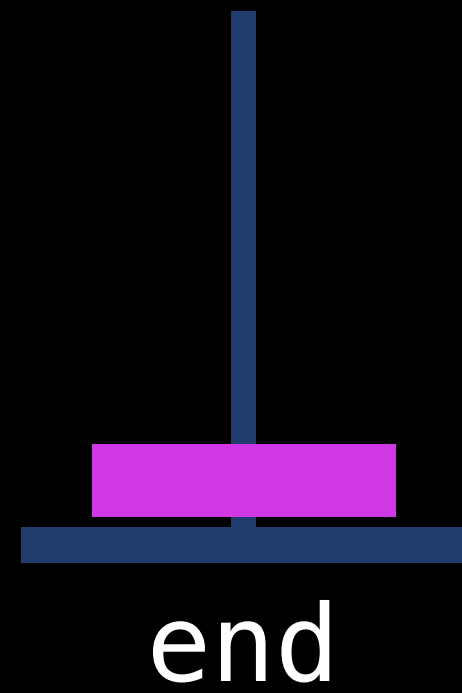
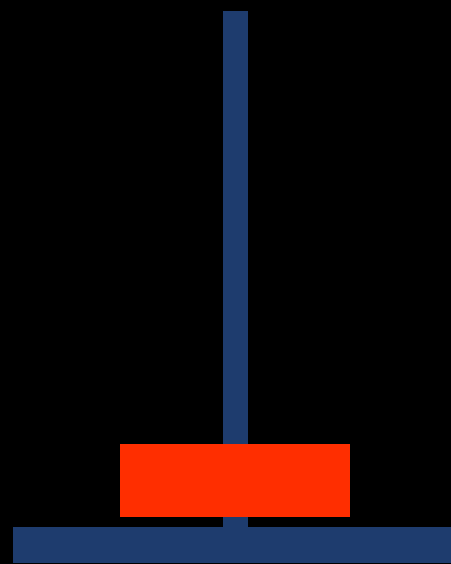
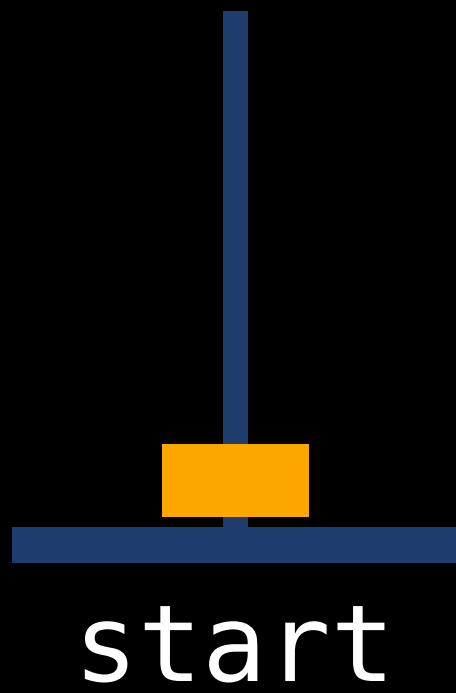
This is an important step in the solution. **Why?**



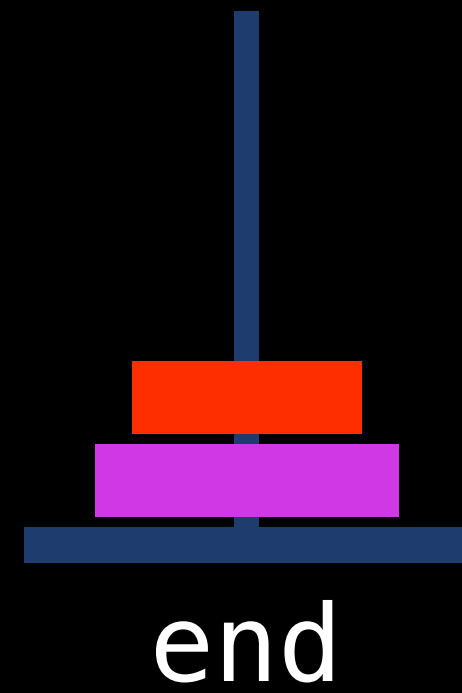
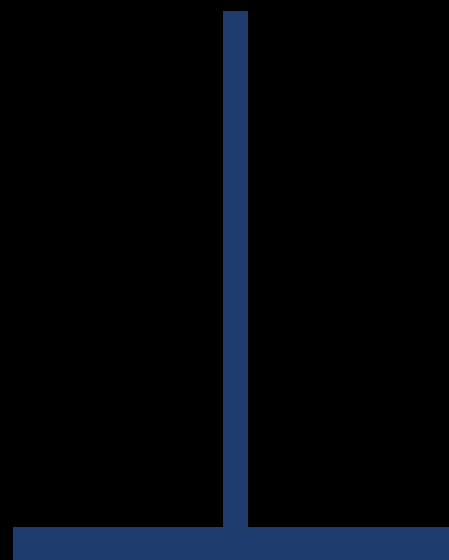
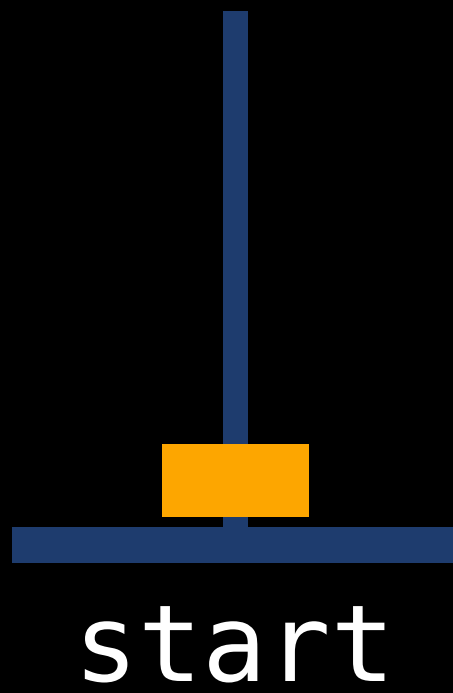
n = 3



n = 3



n = 3



n = 3

