Tower of Hanoi

Tower of Hanoi is a mathematical puzzle where we have three rods and n disks. The objective of the puzzle is to move the entire stack to another rod, obeying the following simple rules:

- 1) Only one disk can be moved at a time.
- 2) Each move consists of taking the upper disk from one of the stacks and placing it on top of another stack i.e. a disk can only be moved if it is the uppermost disk on a stack.
- 3) No disk may be placed on top of a smaller disk.

Approach:

Take an example for 2 disks:

Let rod 1 = 'A', rod 2 = 'B', rod 3 = 'C'.

Step 1: Shift first disk from 'A' to 'B'.

Step 2: Shift second disk from 'A' to 'C'.

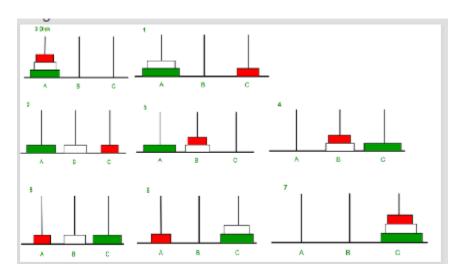
Step 3: Shift first disk from 'B' to 'C'.

The pattern here is:

Shift 'n-1' disks from 'A' to 'B'.

Shift last disk from 'A' to 'C'.

Shift 'n-1' disks from 'B' to 'C'.



Examples:

```
Input: 2
Output: Disk 1 moved from A to B
     Disk 2 moved from A to C
     Disk 1 moved from B to C
Input: 3
Output: Disk 1 moved from A to C
     Disk 2 moved from A to B
     Disk 1 moved from C to B
     Disk 3 moved from A to C
     Disk 1 moved from B to A
     Disk 2 moved from B to C
     Disk 1 moved from A to C
#include <stdio.h>
void towers(int, char, char, char);
int main()
  int num;
 printf("Enter the number of disks : ");
 scanf("%d", &num);
 printf("The sequence of moves involved in the Tower of Hanoi are :\n");
 towers(num, 'A', 'C', 'B');
 return 0;
void towers(int num, char frompeg, char topeg, char auxpeg)
  if (num == 1)
    printf("\n Move disk 1 from peg %c to peg %c", frompeg, topeg);
    return;
```

```
towers(num - 1, frompeg, auxpeg, topeg);
printf("\n Move disk %d from peg %c to peg %c", num, frompeg, topeg);
towers(num - 1, auxpeg, topeg, frompeg);
}
OUTPUT:

Enter the number of disks : 3
The sequence of moves involved in the Tower of Hanoi are :

Move disk 1 from peg A to peg C
Move disk 2 from peg A to peg B
Move disk 1 from peg C to peg B
Move disk 3 from peg A to peg C
Move disk 1 from peg B to peg C
Move disk 2 from peg B to peg C
```

Move disk 1 from peg A to peg C