

main()

Hanoi(3, 1, 3, 2);

Hanoi(3, 1, 3, 2)

N = 3

```
else {  
    Hanoi(N - 1, Start, Spare, Goal);  
    cout << "Move disk from peg "  
    << Start << " to peg " << Goal  
    << endl;  
    Hanoi(N - 1, Spare, Goal, Start);  
}
```

Hanoi(2, 1, 2, 3)

N = 2

```
else {  
    Hanoi(N - 1, Start, Spare, Goal);  
    cout << "Move disk from peg "  
    << Start << " to peg " << Goal  
    << endl;  
    Hanoi(N - 1, Spare, Goal, Start);  
}
```

Hanoi(2, 2, 3, 1)

N = 2

```
else {  
    Hanoi(N - 1, Start, Spare, Goal);  
    cout << "Move disk from peg "  
    << Start << " to peg " << Goal  
    << endl;  
    Hanoi(N - 1, Spare, Goal, Start);  
}
```

Hanoi(1, 1, 3, 2)

N = 1

```
if (N == 1)  
    cout << "Move disk from peg "  
    << Start << " to peg " << Goal  
    << endl;
```

Hanoi(1, 3, 2, 1)

N = 1

```
if (N == 1)  
    cout << "Move disk from peg "  
    << Start << " to peg " << Goal  
    << endl;
```

Hanoi(1, 2, 1, 3)

N = 1

```
if (N == 1)  
    cout << "Move disk from peg "  
    << Start << " to peg " << Goal  
    << endl;
```

Hanoi(1, 1, 3, 2)

N = 1

```
if (N == 1)  
    cout << "Move disk from peg "  
    << Start << " to peg " << Goal  
    << endl;
```