Artificial Intelligence
(CS13217)

Lab Report 1

Name:	Rabia anwar
Registration #:	csu-s15-114
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Submitted To:	Mr. Usman Ahmed

The University of Lahore, Islamabad Campus
Department of Computer Science & Information Technology

Experiment 1
Implementing tower of honai

Objective
To understand and implement tower of honai

Software Tool
1. opertaing system window 10
2.subline version 3.0
3. python

1 Theory

The Tower of Hanoi (also called the Tower of Brahma or Lucas' Tower[1] and sometimes pluralized) is a mathematical game or puzzle. It consists of three rods and a number of disks of different sizes, which can slide onto any rod. The puzzle starts with the disks in a neat stack in ascending order of size on one rod, the smallest at the top, thus making a conical shape.

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..
3. No disk may be placed on top of a smaller disk..

2 Task

2.1 Procedure: Task 1

2.2 Procedure: Task 1

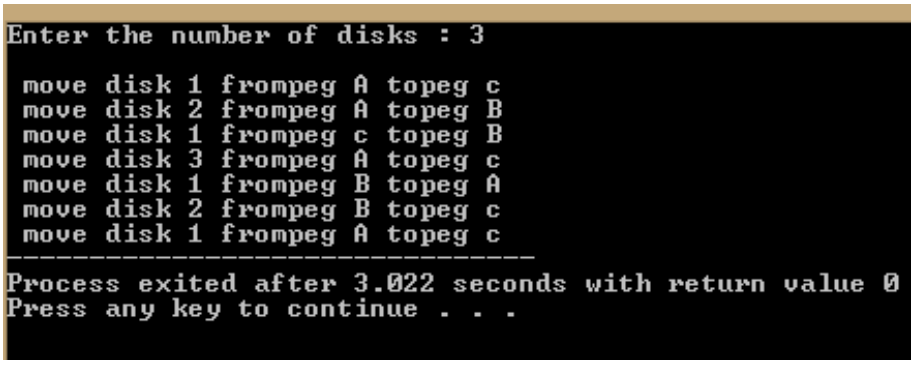

Figure 1: Time Independent Feature Set

```
graph = { # sample graph implemented as a dictionary
    #include<stdio.h>
void tower(int num,char frompeg,char topeg,char auxpeg);
{
  if (num==1)
  {
  printf("\n move disk frompeg %c topeg %c", frompeg,topeg);
  return;}
  tower(num-1,frompeg,auxpeg,frompeg);
  printf("\n move disk %d frompeg %c",num,frompeg,topeg);
 tower(num-1,auxpeg,topeg,frompeg);
 }
 int main()
 {
 int num;
 printf("enter the number of disk :");
 scanf("%d",&num);
 tower(num,'A','C','B');
 return 0;
```

3 Conclusion