```
«enumeration»
Peg

LEFT
MIDDLE
RIGHT

+other(p1: Peg, p2: Peg): Peg
```

```
«enumeration»
Move

LEFT_TO_MIDDLE(LEFT, MIDDLE)
LEFT_TO_RIGHT(LEFT, RIGHT)
MIDDLE_TO_LEFT(MIDDLE, LEFT)
MIDDLE_TO_RIGHT(MIDDLE, RIGHT)
RIGHT_TO_LEFT(RIGHT, LEFT)
RIGHT_TO_MIDDLE(RIGHT, MIDDLE)
+from: Peg
+to: Peg

-Move(from: Peg, to: Peg)
+move(from: Peg, to: Peg): Move
```

```
TowerOfHanoi

-diskStacks: Map<Peg, Deque<Integer>>

+TowerOfHanoi(numDisks: int, start: Peg)
+getDiskStack(peg: Peg): Deque<Integer>
+moveDisk(move: Move): void
+solve(numDisks: int, start: Peg, end: Peg): List<Move>
+toString(): String
```