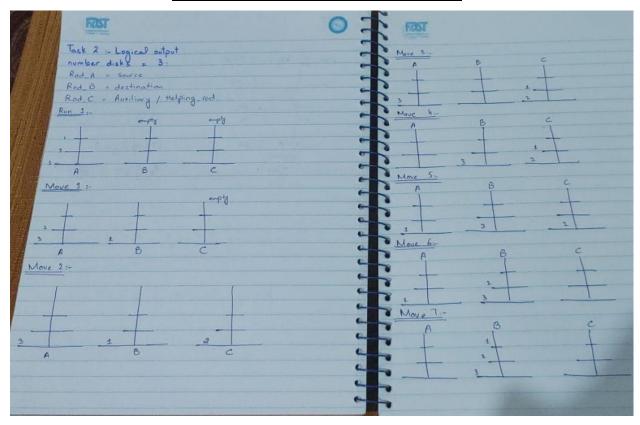
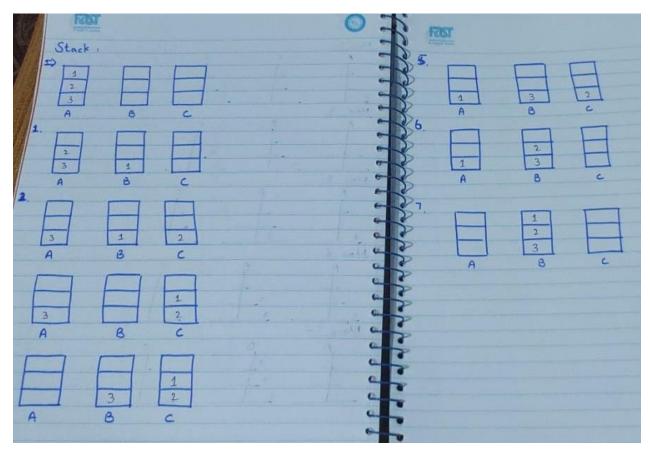


## **Task 2 Explanation With Screen-Shots**





## **Explanation:**

The logic is designed in a way, that there are 3 stacks created in memory, named A,B,C respectively. When the user selects the number of rods, stack A is pilled up with disc with size from higher to lower starting from bottom, here in code disc are used as integers, following the game rules now during each move, each top disc is moved either to destination stack (B) or auxiliary stack (C), Ultimately these shifting will give us all disc on stack B following the same order of arrangement as in stack A. This should sum up the logic in simplest possible way.