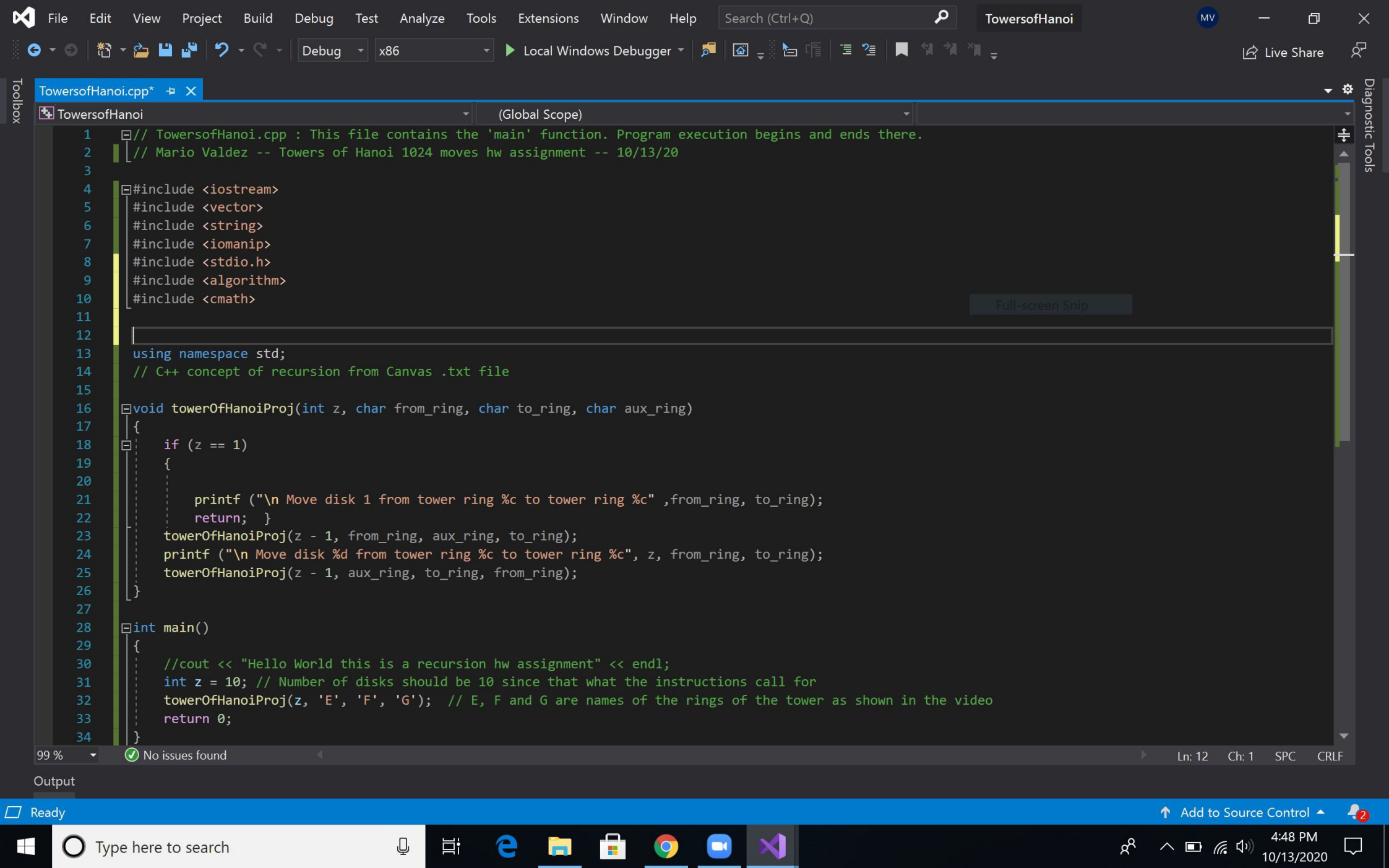
File Edit View Project Build Debug Test Analyze Tools Extensions Window Help
Search (Ctrl+Q)
TowersofHanoi
Debug
x86
Local Windows Debugger
Live Share
TowersofHanoi.cpp*
TowersofHanoi
(Global Scope)
// TowersofHanoi.cpp : This file contains the 'main' function. Program execution begins and ends there.
// Mario Valdez -- Towers of Hanoi 1024 moves hw assignment -- 10/13/20
#include <iostream>
#include <vector>
#include <string>
#include <iomanip>
#include <stdio.h>
#include <algorithm>
#include <cmath>
using namespace std;
// C++ concept of recursion from Canvas .txt file
void towerOfHanoiProj(int z, char from_ring, char to_ring, char aux_ring)
{
if (z == 1)
{
printf ("\n Move disk 1 from tower ring %c to tower ring %c" ,from_ring, to_ring);
return; }
towerOfHanoiProj(z - 1, from_ring, aux_ring, to_ring);
printf ("\n Move disk %d from tower ring %c to tower ring %c", z, from_ring, to_ring);
towerOfHanoiProj(z - 1, aux_ring, to_ring, from_ring);
}
int main()
{
//cout << "Hello World this is a recursion hw assignment" << endl;
int z = 10; // Number of disks should be 10 since that what the instructions call for
towerOfHanoiProj(z, 'E', 'F', 'G'); // E, F and G are names of the rings of the tower as shown in the video
return 0;
}
99 %
No issues found
Ln: 12 Ch: 1 SPC CRLF
Output
Ready
Add to Source Control
Type here to search
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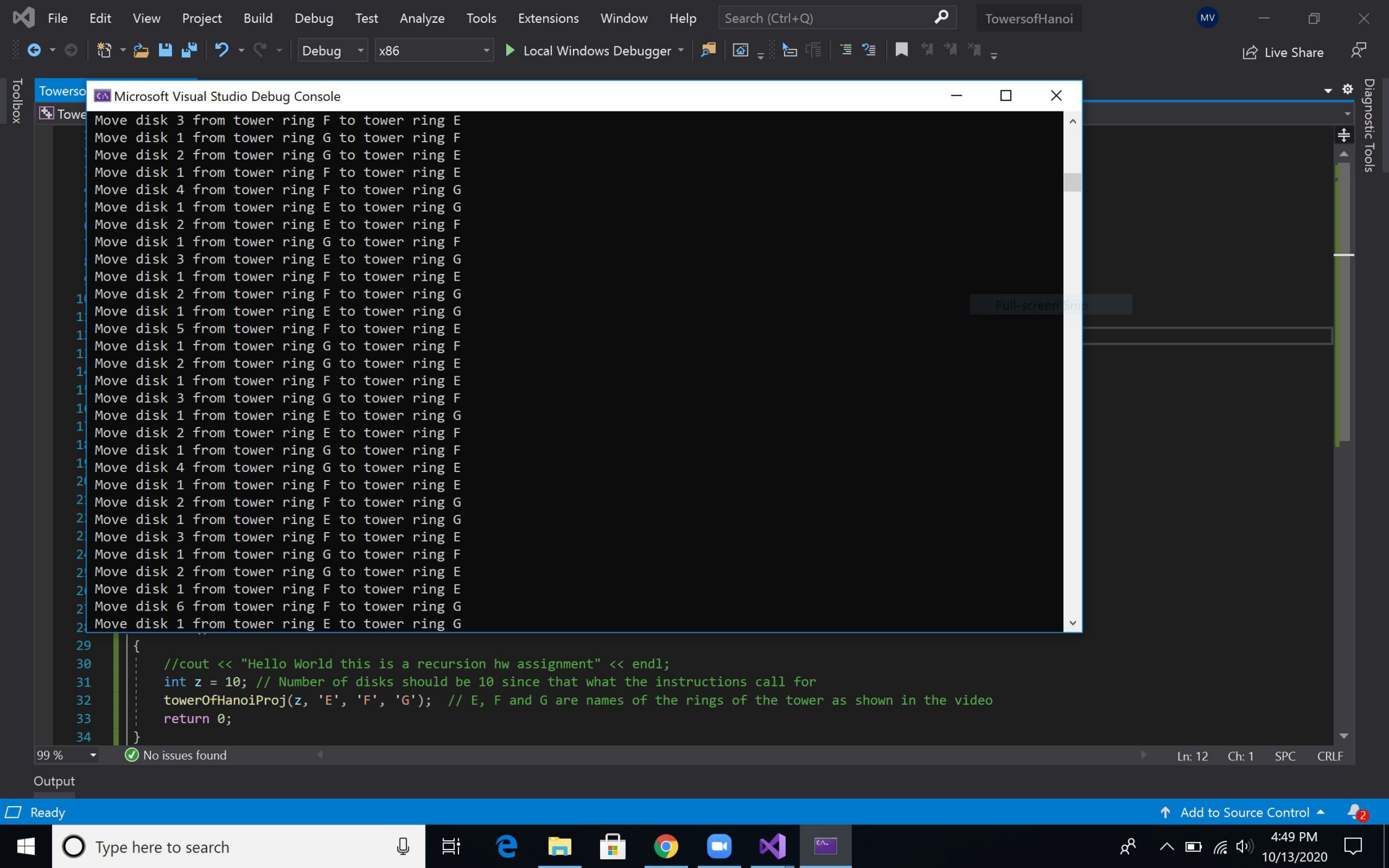
10/13/2020


File Edit View Project Build Debug Test Analyze Tools Extensions Window Help
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TowersofHanoi
Debug
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Microsoft Visual Studio Debug Console
Move disk 3 from tower ring F to tower ring E
Move disk 1 from tower ring G to tower ring F
Move disk 2 from tower ring G to tower ring E
Move disk 1 from tower ring F to tower ring E
Move disk 4 from tower ring F to tower ring G
Move disk 1 from tower ring E to tower ring G
Move disk 2 from tower ring E to tower ring F
Move disk 1 from tower ring G to tower ring F
Move disk 3 from tower ring E to tower ring G
Move disk 1 from tower ring F to tower ring E
Move disk 2 from tower ring F to tower ring G
Move disk 1 from tower ring E to tower ring G
Move disk 5 from tower ring F to tower ring E
Move disk 1 from tower ring G to tower ring F
Move disk 2 from tower ring G to tower ring E
Move disk 1 from tower ring F to tower ring E
Move disk 3 from tower ring G to tower ring F
Move disk 1 from tower ring E to tower ring G
Move disk 2 from tower ring E to tower ring F
Move disk 1 from tower ring G to tower ring F
Move disk 4 from tower ring G to tower ring E
Move disk 1 from tower ring F to tower ring E
Move disk 2 from tower ring F to tower ring G
Move disk 1 from tower ring E to tower ring G
Move disk 3 from tower ring F to tower ring E
Move disk 1 from tower ring G to tower ring F
Move disk 2 from tower ring G to tower ring E
Move disk 1 from tower ring F to tower ring E
Move disk 6 from tower ring F to tower ring G
Move disk 1 from tower ring E to tower ring G
{
//cout << "Hello World this is a recursion hw assignment" << endl;
int z = 10; // Number of disks should be 10 since that what the instructions call for
towerOfHanoiProj(z, 'E', 'F', 'G'); // E, F and G are names of the rings of the tower as shown in the video
return 0;
}
99 %
No issues found
Ln: 12 Ch: 1 SPC CRLF
Output
Ready
Add to Source Control
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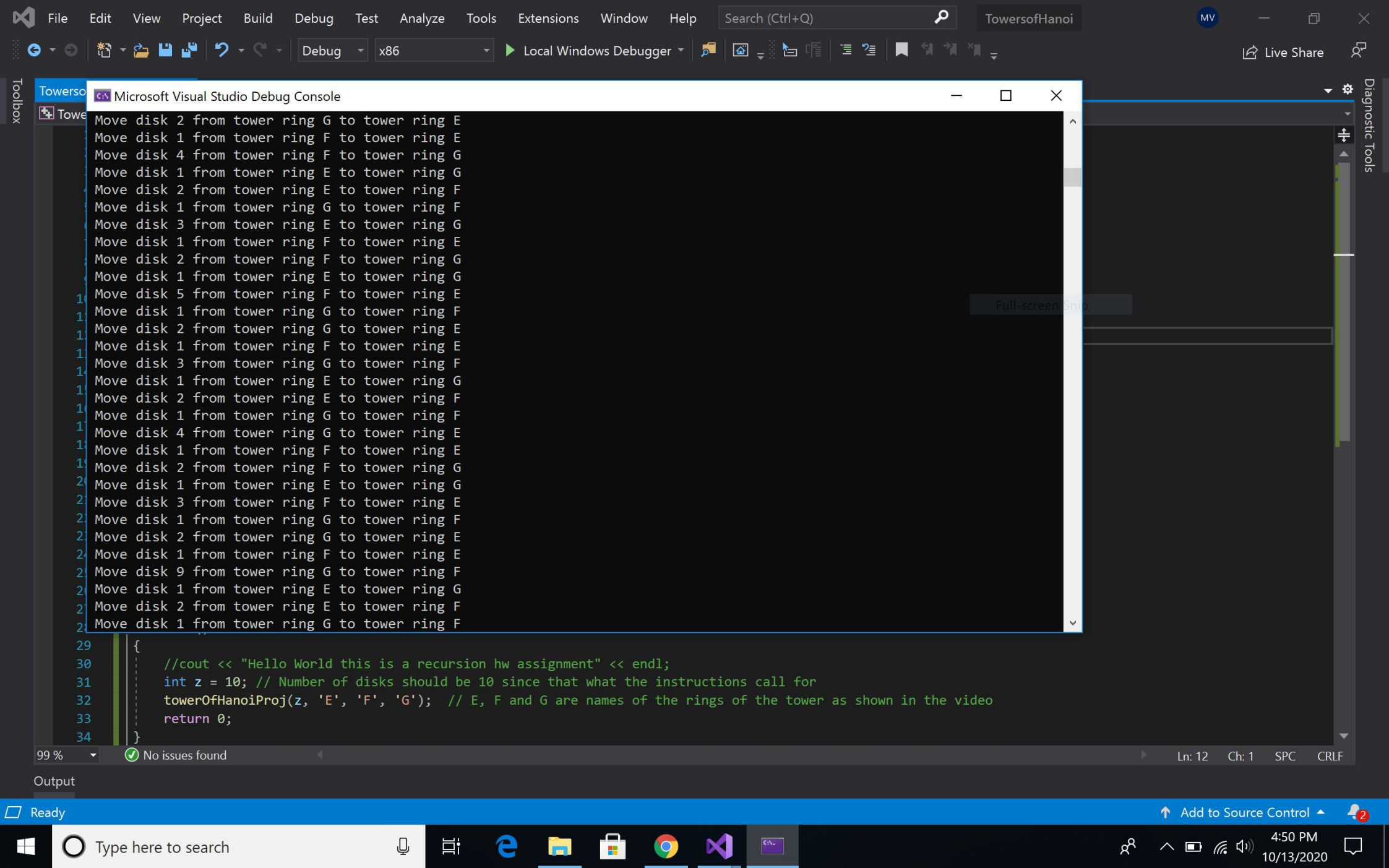
10/13/2020


File Edit View Project Build Debug Test Analyze Tools Extensions Window Help
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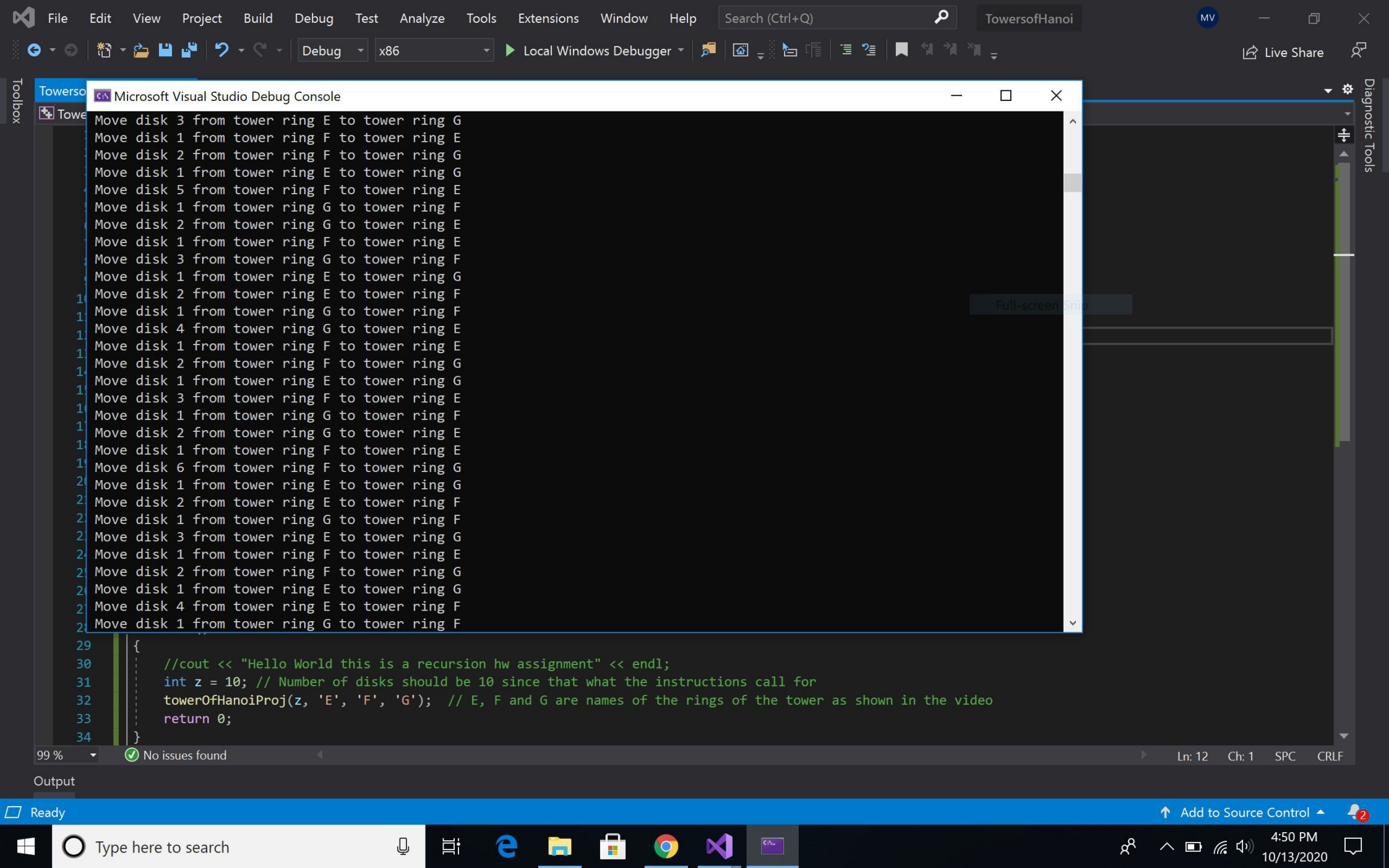
Move disk 2 from tower ring G to tower ring E
Move disk 1 from tower ring F to tower ring E
Move disk 4 from tower ring F to tower ring G
Move disk 1 from tower ring E to tower ring G
Move disk 2 from tower ring E to tower ring F
Move disk 1 from tower ring G to tower ring F
Move disk 3 from tower ring E to tower ring G
Move disk 1 from tower ring F to tower ring E
Move disk 2 from tower ring F to tower ring G
Move disk 1 from tower ring E to tower ring G
Move disk 5 from tower ring F to tower ring E
Move disk 1 from tower ring G to tower ring F
Move disk 2 from tower ring G to tower ring E
Move disk 1 from tower ring F to tower ring E
Move disk 3 from tower ring G to tower ring F
Move disk 1 from tower ring E to tower ring G
Move disk 2 from tower ring E to tower ring F
Move disk 1 from tower ring G to tower ring F
Move disk 4 from tower ring G to tower ring E
Move disk 1 from tower ring F to tower ring E
Move disk 2 from tower ring F to tower ring G
Move disk 1 from tower ring E to tower ring G
Move disk 3 from tower ring F to tower ring E
Move disk 1 from tower ring G to tower ring F
Move disk 2 from tower ring G to tower ring E
Move disk 1 from tower ring F to tower ring E
Move disk 9 from tower ring G to tower ring F
Move disk 1 from tower ring E to tower ring G
Move disk 2 from tower ring E to tower ring F
Move disk 1 from tower ring G to tower ring F
{
//cout << "Hello World this is a recursion hw assignment" << endl;
int z = 10; // Number of disks should be 10 since that what the instructions call for
towerOfHanoiProj(z, 'E', 'F', 'G'); // E, F and G are names of the rings of the tower as shown in the video
return 0;
}
99 %
No issues found
Ln: 12 Ch: 1 SPC CRLF
Output
Ready
Add to Source Control
Type here to search
4:50 PM
10/13/2020


File Edit View Project Build Debug Test Analyze Tools Extensions Window Help
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Debug
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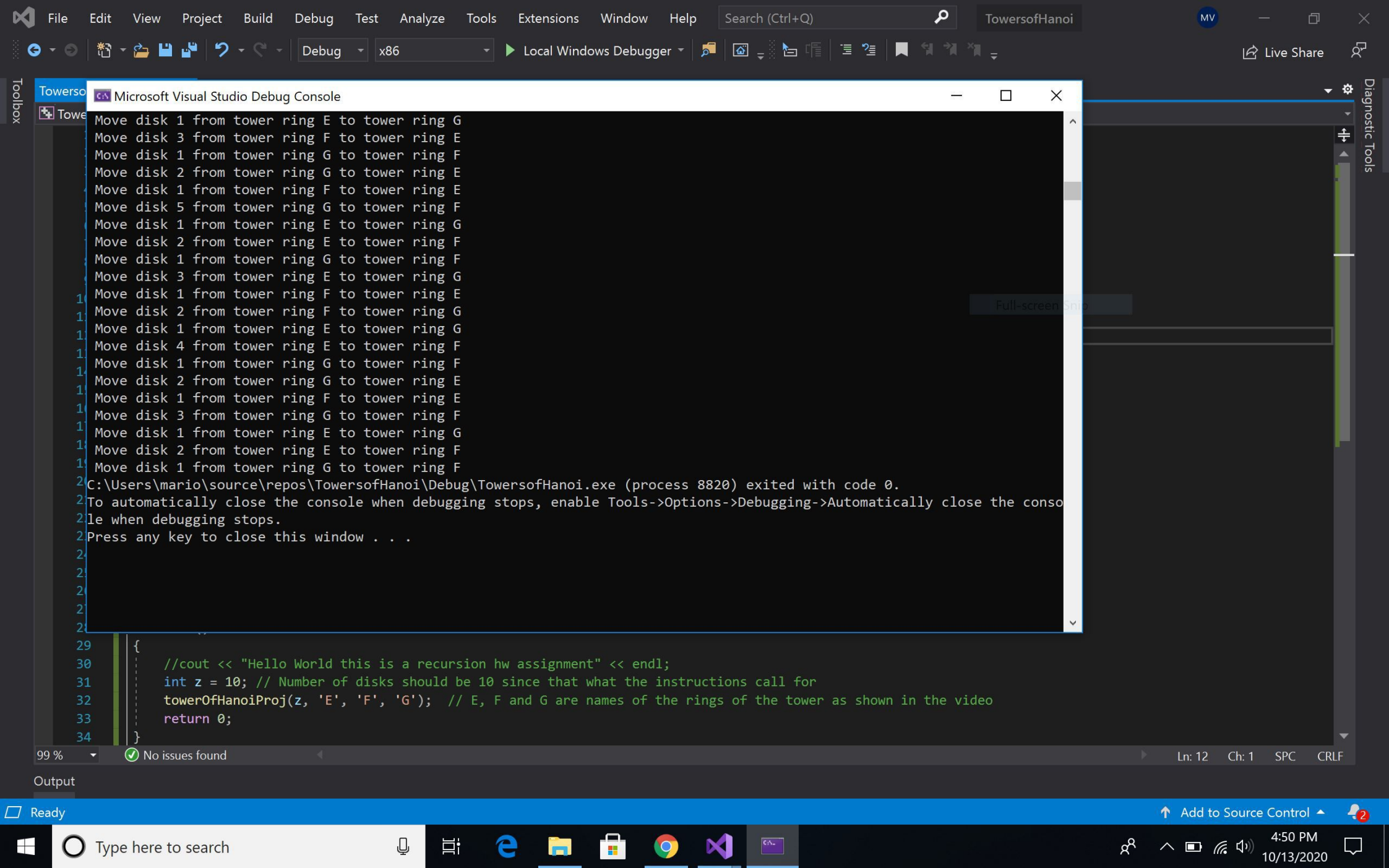
Move disk 3 from tower ring E to tower ring G
Move disk 1 from tower ring F to tower ring E
Move disk 2 from tower ring F to tower ring G
Move disk 1 from tower ring E to tower ring G
Move disk 5 from tower ring F to tower ring E
Move disk 1 from tower ring G to tower ring F
Move disk 2 from tower ring G to tower ring E
Move disk 1 from tower ring F to tower ring E
Move disk 3 from tower ring G to tower ring F
Move disk 1 from tower ring E to tower ring G
Move disk 2 from tower ring E to tower ring F
Move disk 1 from tower ring G to tower ring F
Move disk 4 from tower ring G to tower ring E
Move disk 1 from tower ring F to tower ring E
Move disk 2 from tower ring F to tower ring G
Move disk 1 from tower ring E to tower ring G
Move disk 3 from tower ring F to tower ring E
Move disk 1 from tower ring G to tower ring F
Move disk 2 from tower ring G to tower ring E
Move disk 1 from tower ring F to tower ring E
Move disk 6 from tower ring F to tower ring G
Move disk 1 from tower ring E to tower ring G
Move disk 2 from tower ring E to tower ring F
Move disk 1 from tower ring G to tower ring F
Move disk 3 from tower ring E to tower ring G
Move disk 1 from tower ring F to tower ring E
Move disk 2 from tower ring F to tower ring G
Move disk 1 from tower ring E to tower ring G
Move disk 4 from tower ring E to tower ring F
Move disk 1 from tower ring G to tower ring F
{
//cout << "Hello World this is a recursion hw assignment" << endl;
int z = 10; // Number of disks should be 10 since that what the instructions call for
towerOfHanoiProj(z, 'E', 'F', 'G'); // E, F and G are names of the rings of the tower as shown in the video
return 0;
}
99 %
No issues found
Ln: 12 Ch: 1 SPC CRLF
Output
Ready
Add to Source Control
Type here to search
4:50 PM
10/13/2020


File Edit View Project Build Debug Test Analyze Tools Extensions Window Help
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TowersofHanoi
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Move disk 1 from tower ring E to tower ring G
Move disk 3 from tower ring F to tower ring E
Move disk 1 from tower ring G to tower ring F
Move disk 2 from tower ring G to tower ring E
Move disk 1 from tower ring F to tower ring E
Move disk 5 from tower ring G to tower ring F
Move disk 1 from tower ring E to tower ring G
Move disk 2 from tower ring E to tower ring F
Move disk 1 from tower ring G to tower ring F
Move disk 3 from tower ring E to tower ring G
Move disk 1 from tower ring F to tower ring E
Move disk 2 from tower ring F to tower ring G
Move disk 1 from tower ring E to tower ring G
Move disk 4 from tower ring E to tower ring F
Move disk 1 from tower ring G to tower ring F
Move disk 2 from tower ring G to tower ring E
Move disk 1 from tower ring F to tower ring E
Move disk 3 from tower ring G to tower ring F
Move disk 1 from tower ring E to tower ring G
Move disk 2 from tower ring E to tower ring F
Move disk 1 from tower ring G to tower ring F
C:\Users\mario\source\repos\TowersofHanoi\Debug\TowersofHanoi.exe (process 8820) exited with code 0.
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
Press any key to close this window . . .
{
//cout << "Hello World this is a recursion hw assignment" << endl;
int z = 10; // Number of disks should be 10 since that what the instructions call for
towerOfHanoiProj(z, 'E', 'F', 'G'); // E, F and G are names of the rings of the tower as shown in the video
return 0;
}
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Ln: 12 Ch: 1 SPC CRLF
Output
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