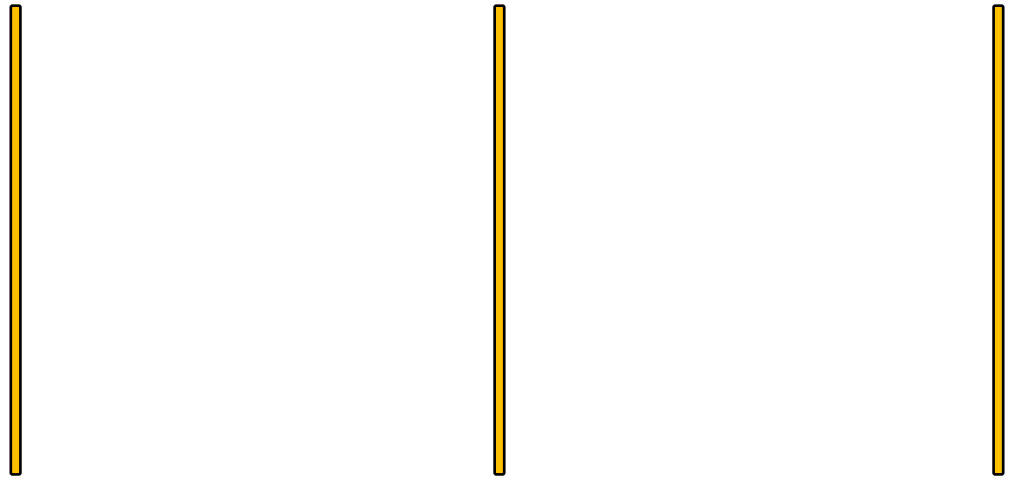
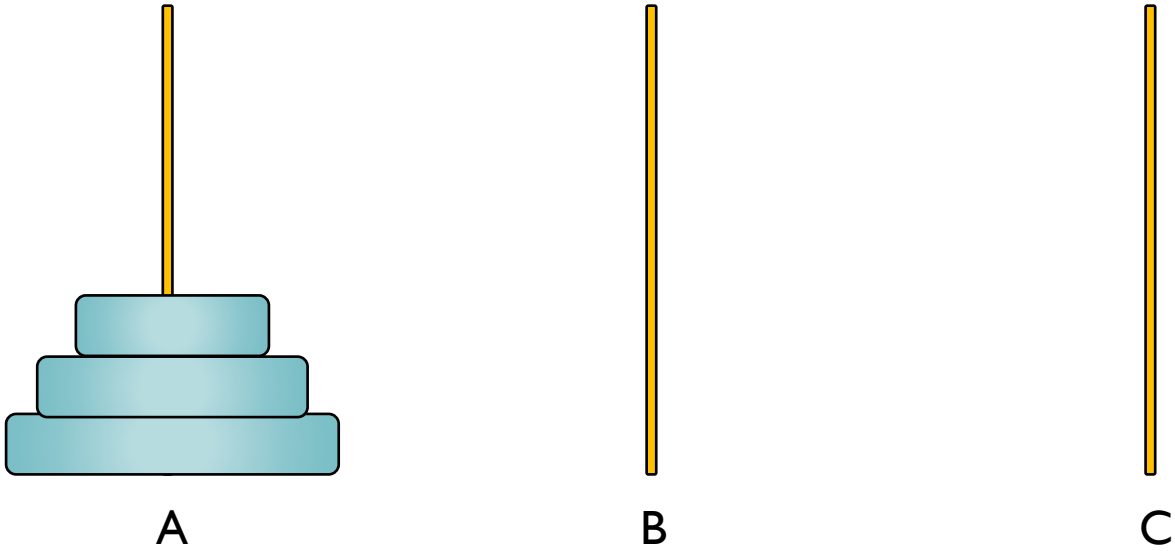
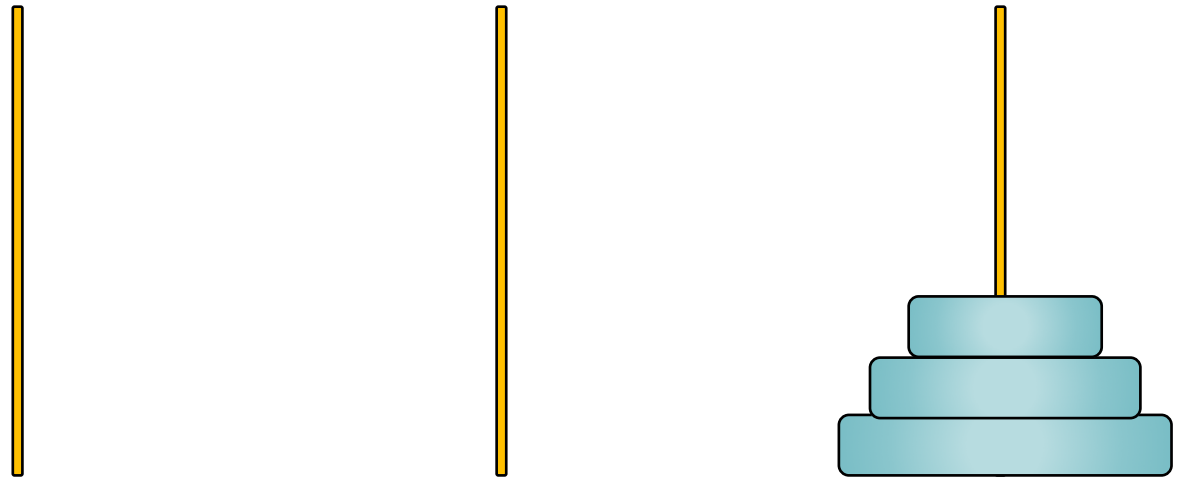
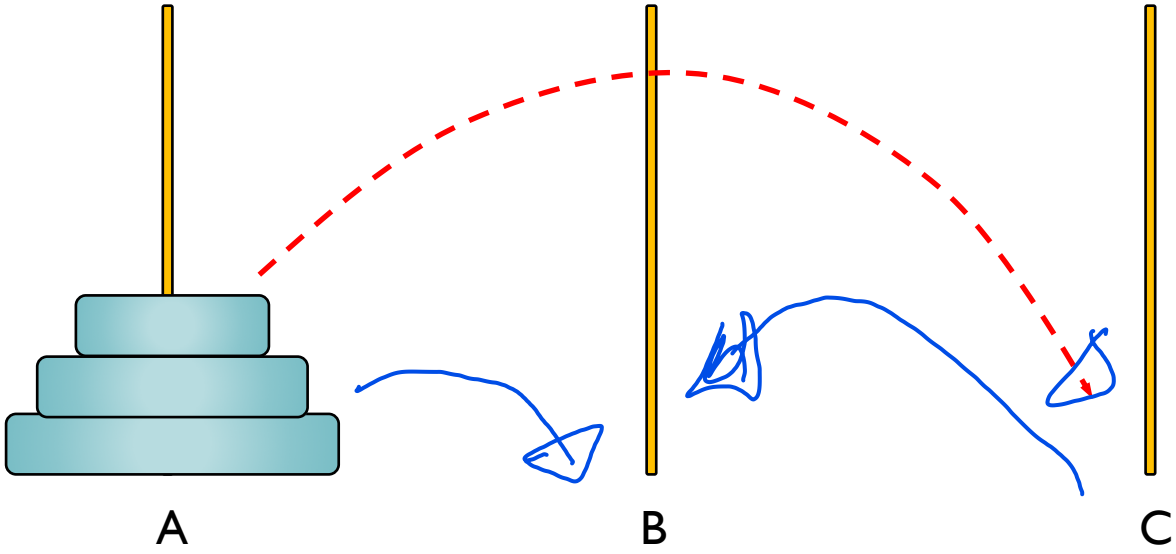
Ricorsione:
la Torre di Hanoi

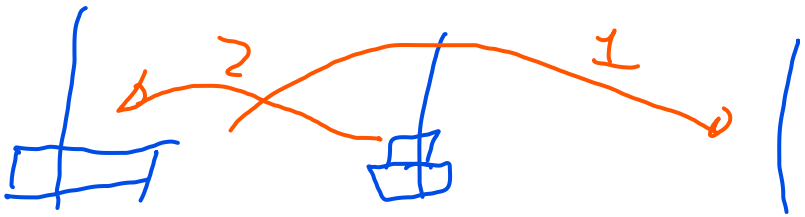

A
B
C

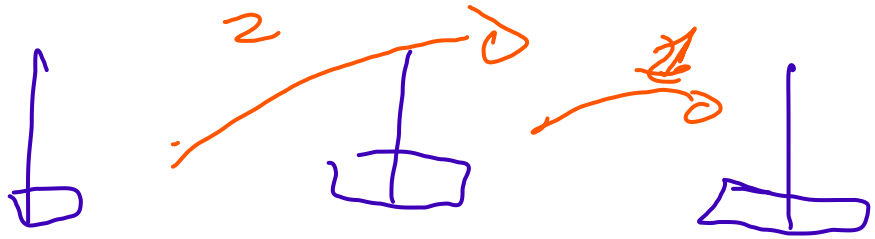

A
B
C

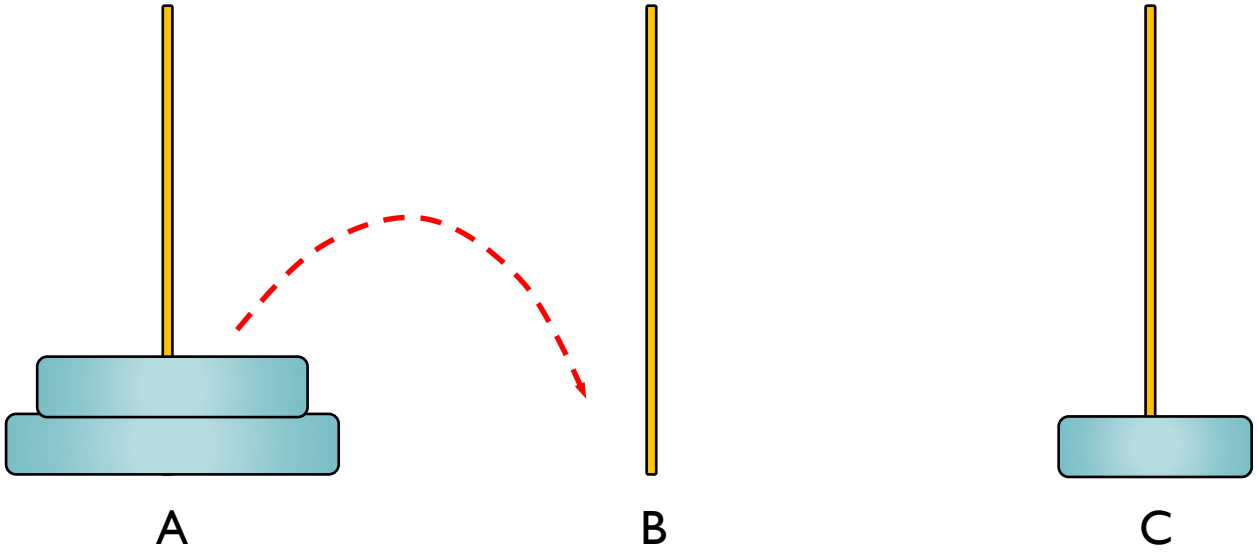

A
B
C

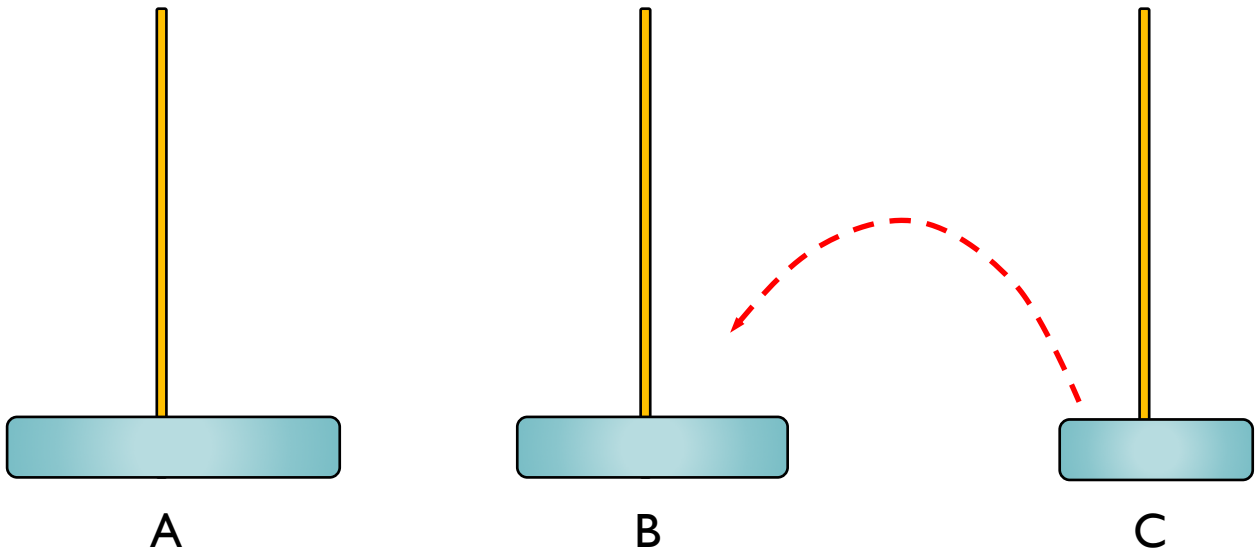
Spostare la torre di Hanoi di 3 dischi dal piolo A al piolo C muovendo un solo disco per volta (da un piolo ad un altro) e non sovrapponendo mai un disco più grande ad uno più piccolo

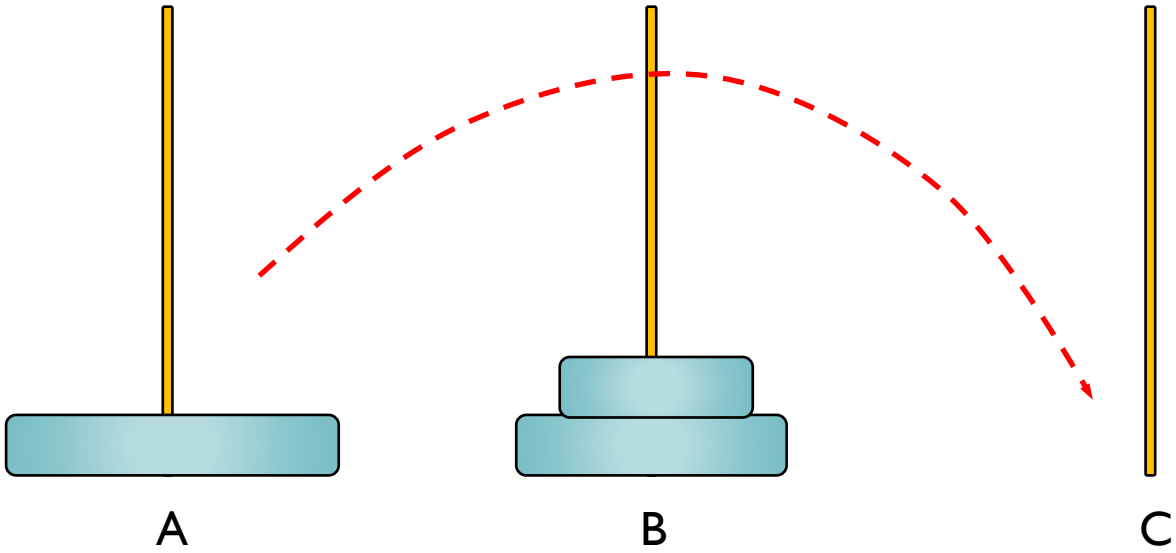

A
B
C

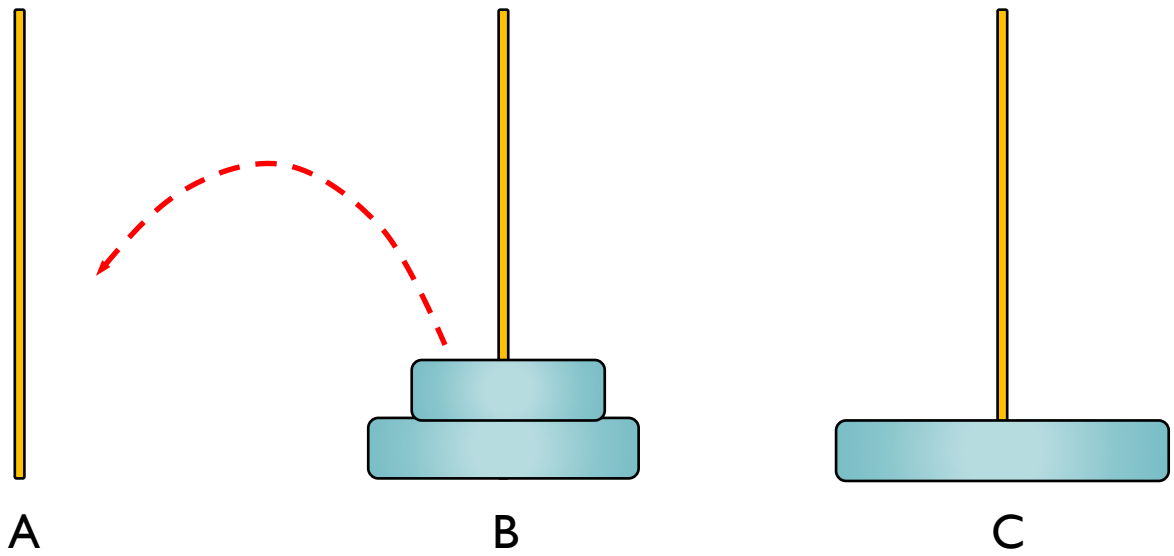

2
1

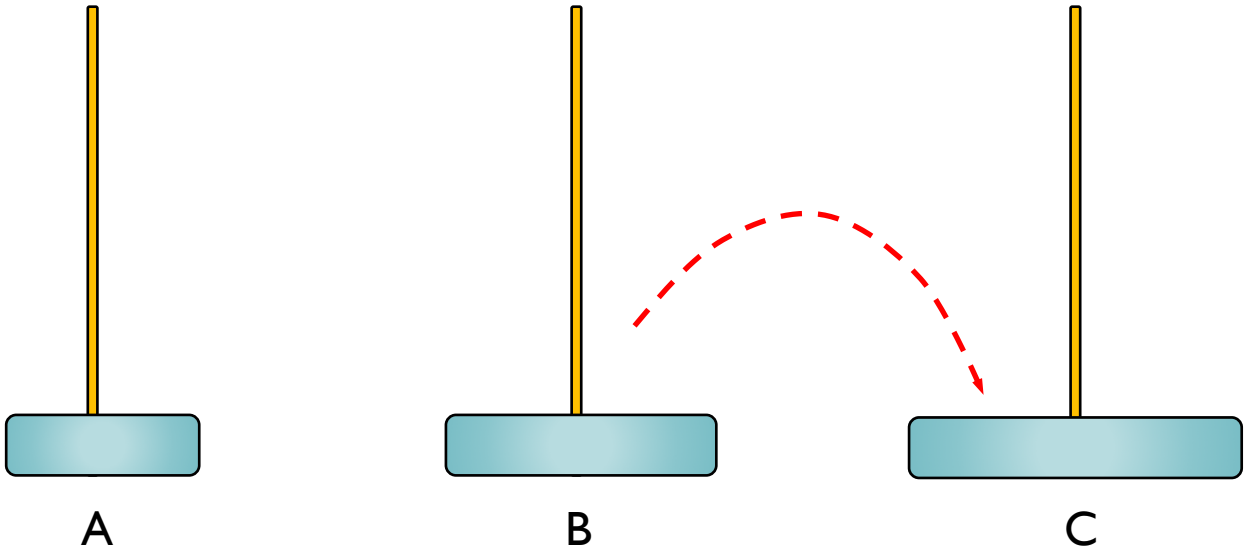


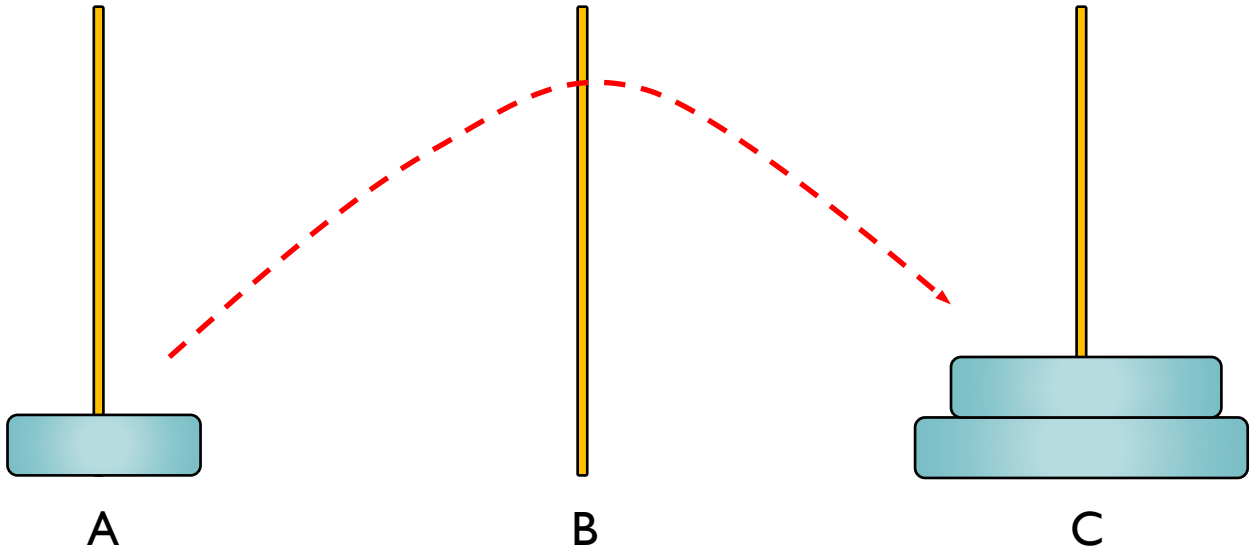

A
B
C

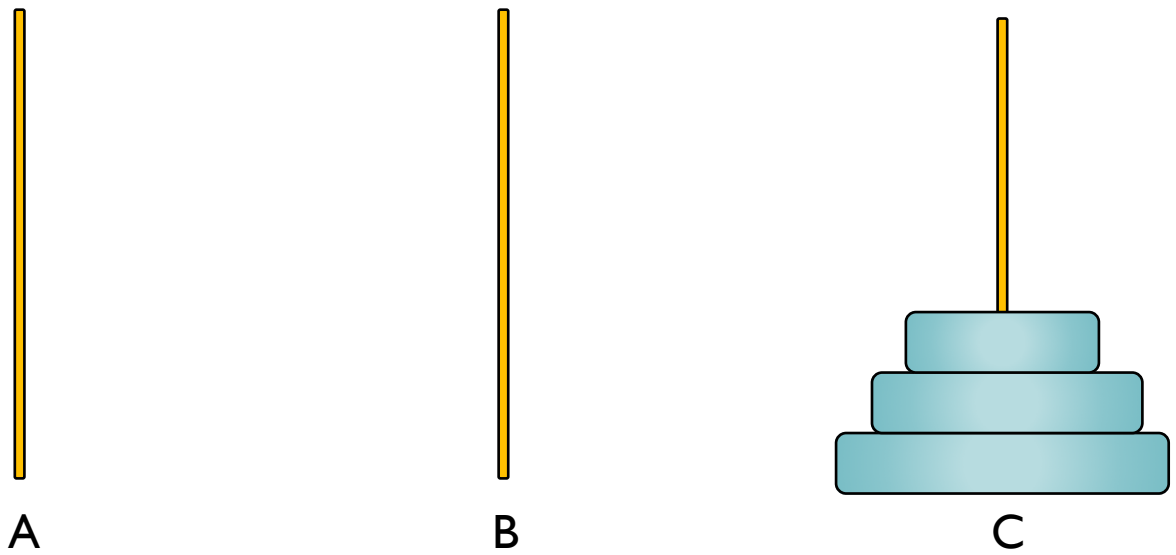

A
B
C


A
B
C


A
B
C

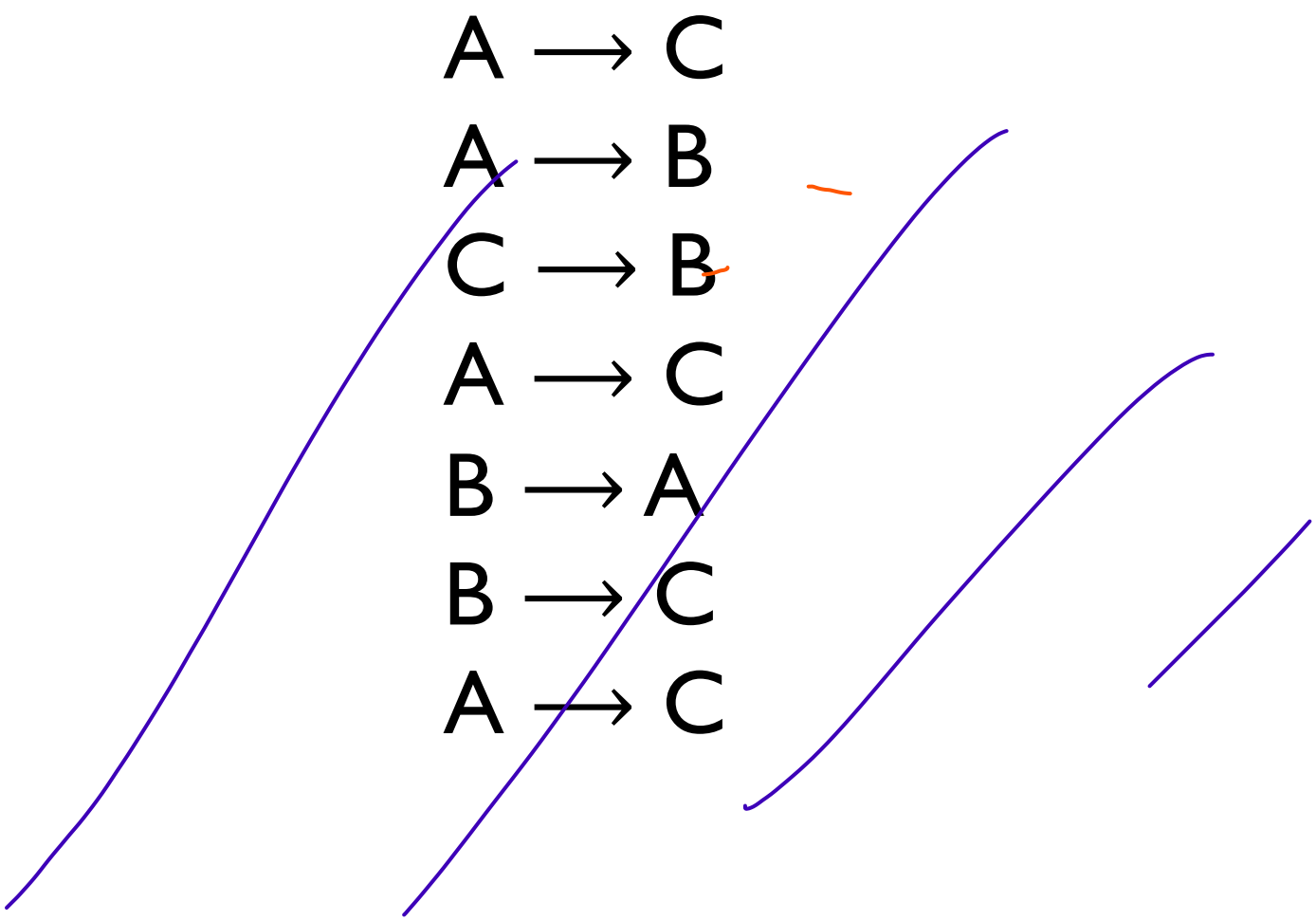

A
B
C

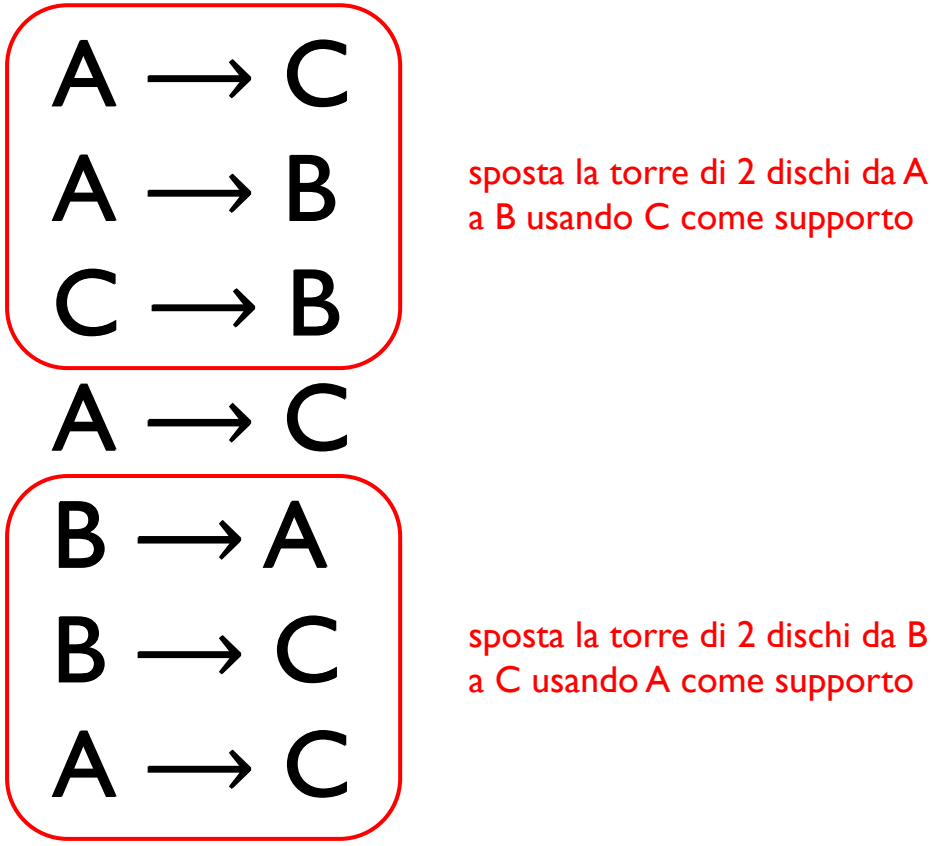

A
B
C


A
B
C

Astrazione

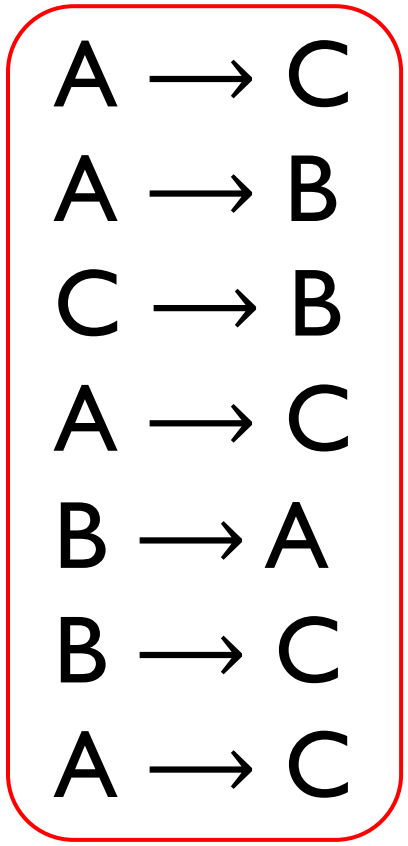
Basta indicare piolo di partenza e piolo di arrivo:



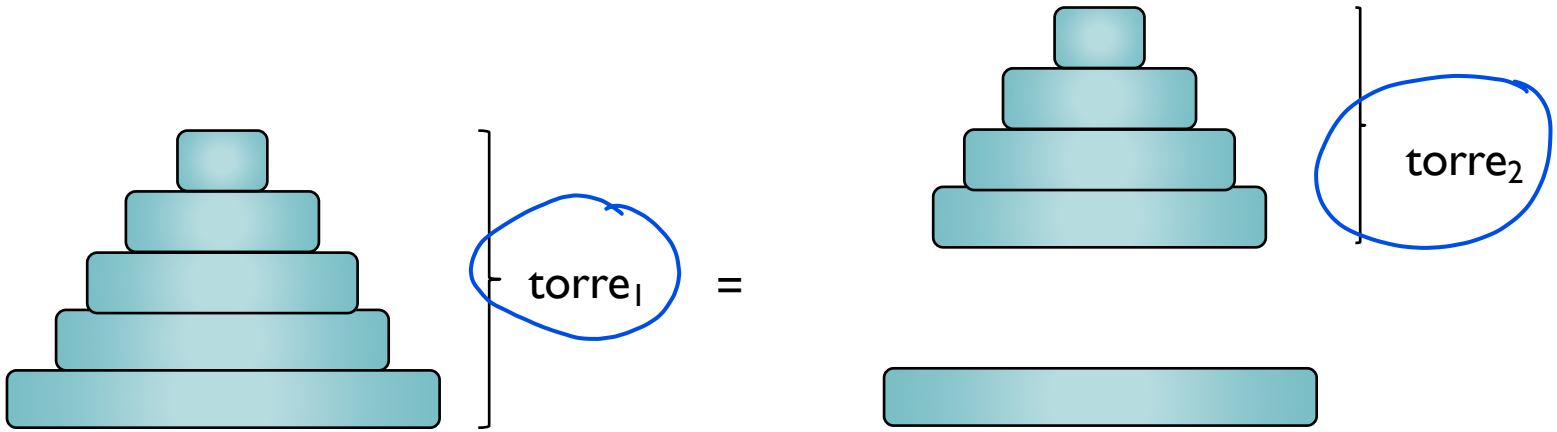


sposta la torre di 2 dischi da A
a B usando C come supporto

sposta la torre di 2 dischi da B
a C usando A come supporto



sposta la torre di 3 dischi da A
a C usando B come supporto


torre1
=
torre2

Torre di Hanoi: pseudo-codice

```
muoviTorre(noDischi){
        se(noDischi = 1)
                sposta il disco
        altrimenti
                muoviTorre(noDischi – 1)
                sposta il disco
                muoviTorre(noDischi – 1)
```

1 → 2
1 → 3
2 → 3

(e invece 2 con 3)

per avere una procedura ricorsiva basta aggiungere informazione su punto di partenza, punto di arrivo del movimento e piolo di appoggio.