

SAS code (Tower of Hanoi)

```
%macro TOWER(X);
    %let y=%eval(2**&X-1); /*Create general formula for calculating the total steps*/
    data game (drop= last i j); /*Drop unwanted variables*/

        array a{&X,&Y} _Temporary_; /*Create a 2D array for the game (&X: No.of
diskes,&Y: Steps)*/

        a{1,1}=1; /*Step for 1 disk (initial value)*/
        last=1; /*Assigning ending position*/

        if &X>1 then do; /*Input values for X diskes*/
            do i=2 to &X; /*loop for row*/
                do j=1 to last; /*loop for column*/
                    a{i,j}=a{i-1,j}; /*Reuse the values of previous row as the beginning
steps*/

                    a{i,last+1}=i; /*Insert existing disk as the middle step*/
                    a{i,last+1+j}=a{i-1,j}; /*Reuse the values of previous row as the
ending steps*/

                end;

                last=last*2+1; /*Assign new ending position for further calculation*/
            end;

            count=1; /*initial count for the step*/
            %hanoi(&X,1,2,3); /*Input desirable values for the defined macro hanoi*/
        run;
    %mend;

%macro transfer(one,three); /*Record the movement*/
    if (&three)=1 then rod1=a{&X,count};
    else if (&three)=2 then rod2=a{&X,count};
    else rod3=a{&X,count};
    output;
/*Initialize rod1-rod3*/
    rod1=.;
    rod2=.;
    rod3=.;
    count+1; /*Record each step*/
%mend;
```

```

%macro hanoi(n,one,two,three);
    %if &n=1 %then %do; /*Return to transfer macro to start moving*/
        %transfer(&one,&three);
    %end;
    %else %do; /*Moving process*/
        %hanoi(%eval(&n-1),&one,&three,&two); /*rod2<--->rod3*/
        %transfer(&one,&three);
        %hanoi(%eval(&n-1),&two,&one,&three); /*rod1<--->rod2*/
    %end;
%mend;

%TOWER(4) /*Call macro TOWER and run the program when disk number =4*/

```

Output for 5 disks

Total rows: 15 Total columns: 4

	count	rod1	rod2	rod3
1	1	.	1	.
2	2	.	.	2
3	3	.	.	1
4	4	.	3	.
5	5	1	.	.
6	6	.	2	.
7	7	.	1	.
8	8	.	.	4
9	9	.	.	1
10	10	2	.	.
11	11	1	.	.
12	12	.	.	3
13	13	.	1	.
14	14	.	.	2
15	15	.	.	1