DOCUMENTATION

INTRODUCTION

This project was implemented within the study of the subject **“Advanced programming methods”** which focuses on the analysis of the **Java** programming language.

I chose project number **A.20** which requires the implementation of the **“Towers of Hanoi”** game using **Java** (and other additional tools).

1. MOTIVATION

I chose this project because I already implement this game in **C++,** using the **SFML** library, and I wanted to make a more complex, clean version that would highlight my progress as a programmer.

Here is a video of the old project: [Towers of Hanoi - with C++ and SFML](https://www.youtube.com/watch?v=ZXsqru5iJmU). This project does not implement the logging system using a database and focuses strictly on the game, it is much more simplistic.

The new project uses animations, execution threads and also implements the logging system. In addition, the automatic mode in which the computer solves the game is also implemented.

1. THE THEMATIC CONTEXT OF THE PROBLEM

As I said, this project was implemented within the study of the subject **“Advanced Programming Methods”.** The project was assigned to students, to show their gained knowledge related to the Java programming language. It was mandatory to use a database and connect it to the graphical interface, and my project also required the use of execution threads for windows and animations.