

INTRODUCTION to ARTIFICIAL INTELLIGENCE

2015-2016 FALL SEMESTER

LABORATORY MANUAL

Experiment 1

Introduction problem solving with AI

Write a program to implement Tower of Hanoi problem that is described below. Use any programming language (C, C++, C#, Java,...) to code this problem.

The problem: The Tower of Hanoi is a game where different sizes of disks are moved from one peg to another. Fig. 1 shows the start and goal states for the 3 disk/3 peg.

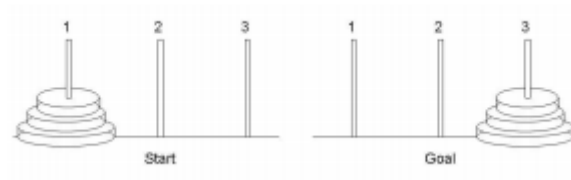


Fig. 1. Tower of Hanoi game

Rules of game:

1. A disk may only be moved if it is on the top of the stack.
2. A disk can only be placed on an empty peg or a larger disk.