Towers of Hanoi

Model

\[ \begin{array}{c}
\text{0} \\
\text{2} \\
\text{3} \\
\text{1} \\
\text{7}
\end{array} \]

MOVE(from, to)

move top disk from peg from
to peg to

A bigger disk must NEVER BE ABOVE
a smaller disk

make stack(n)

initialize n disks 1, 2, \ldots, n on peg 0
other pegs empty

(The Java version is a little different)
View
print() Prints the state of the game

Controller
Manual: DrJava interaction
Automated: play(n, to, from, score)

One decomposition used in modern software design
MODEL - VIEW - CONTROLLER
We call this an "activation history tree"