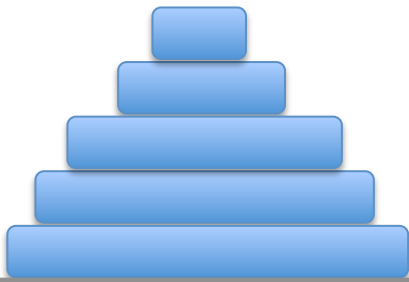
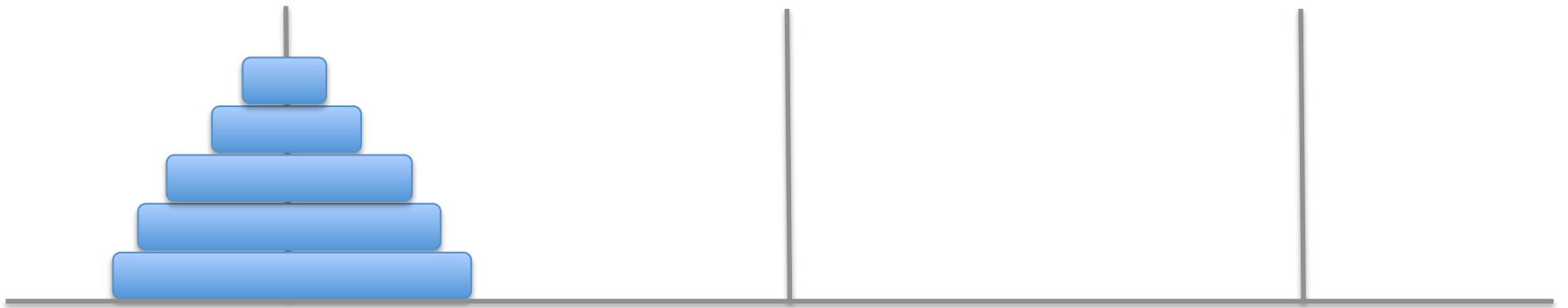
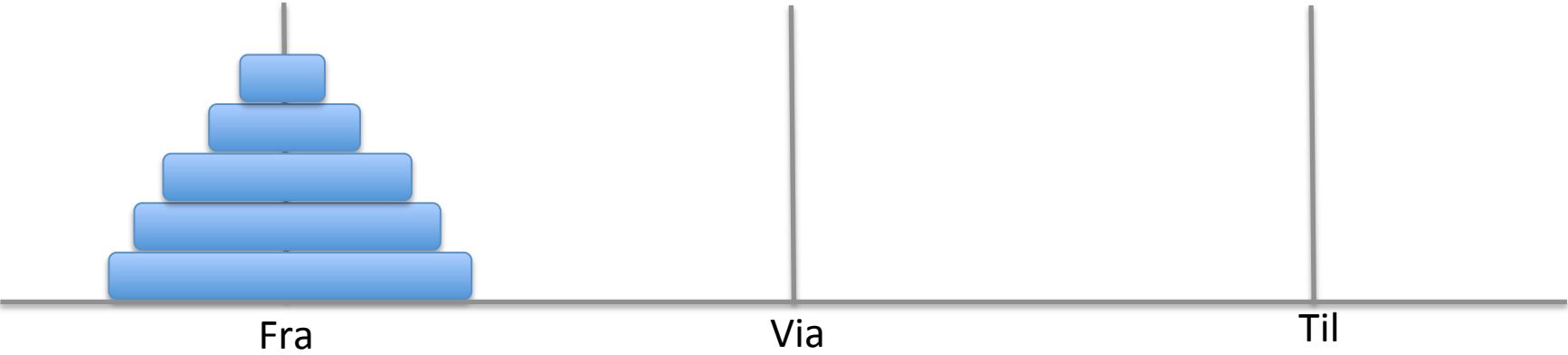


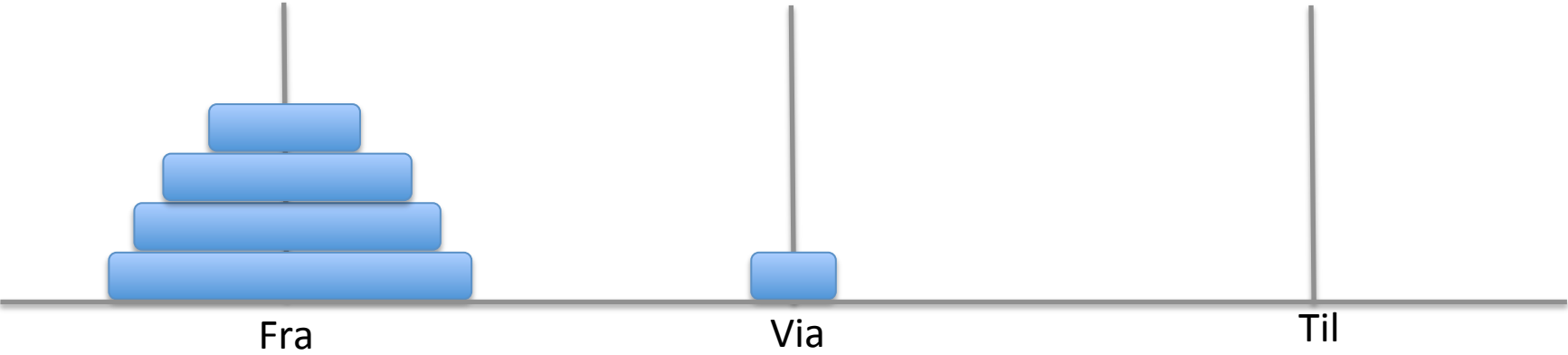
Tårnet i Hanoi

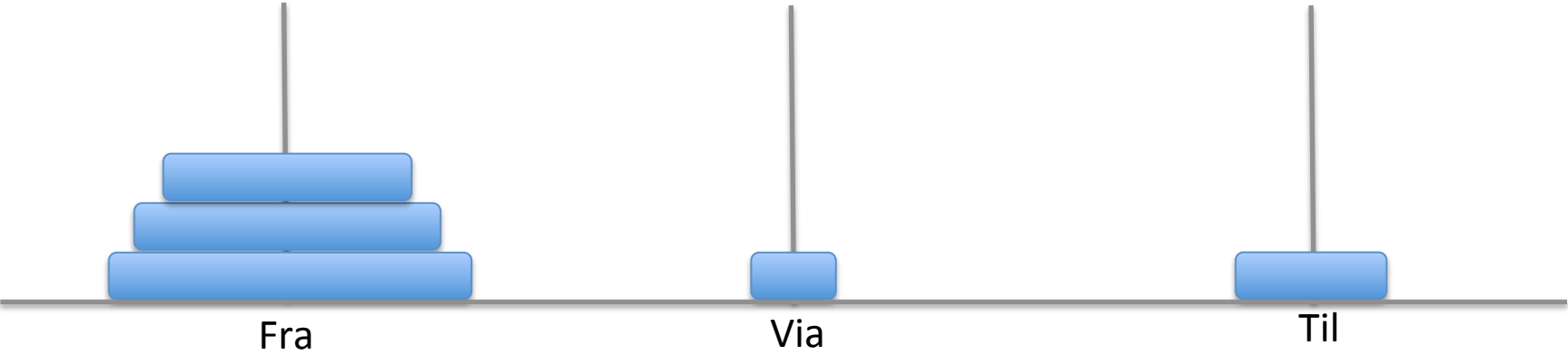
INF1010



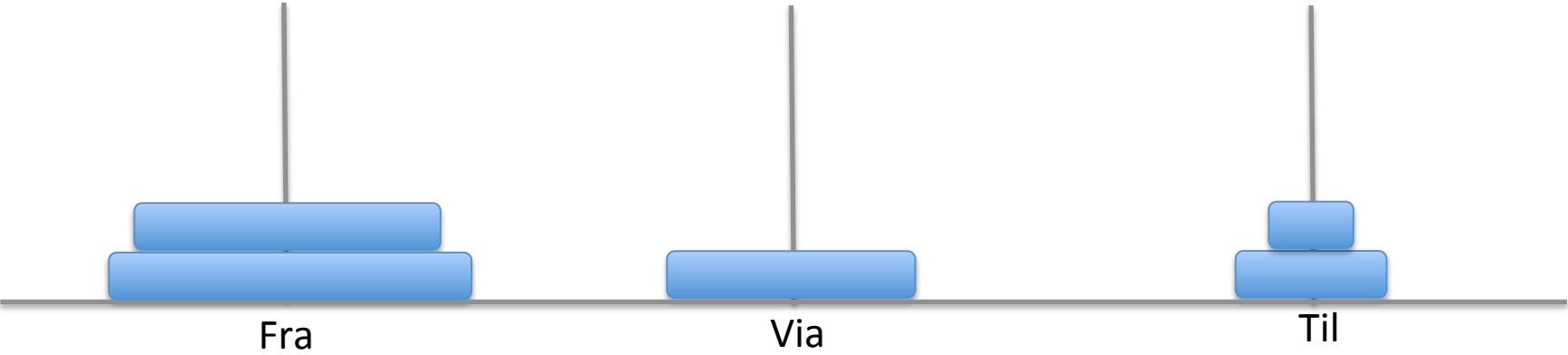


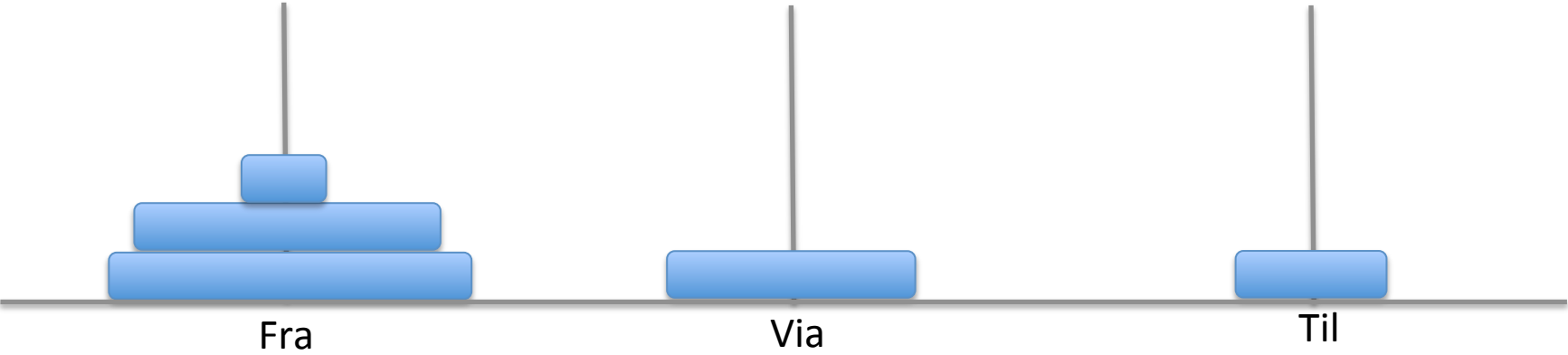


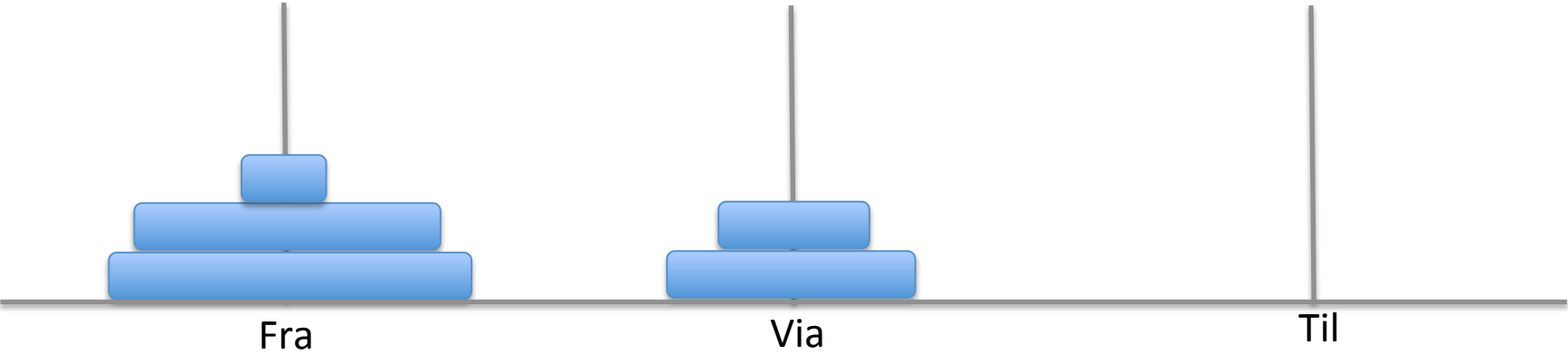


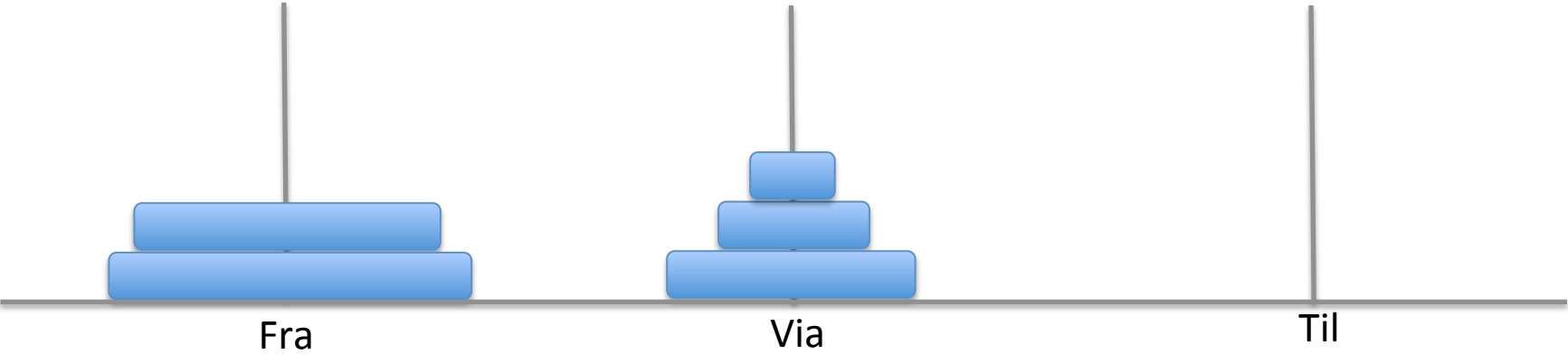


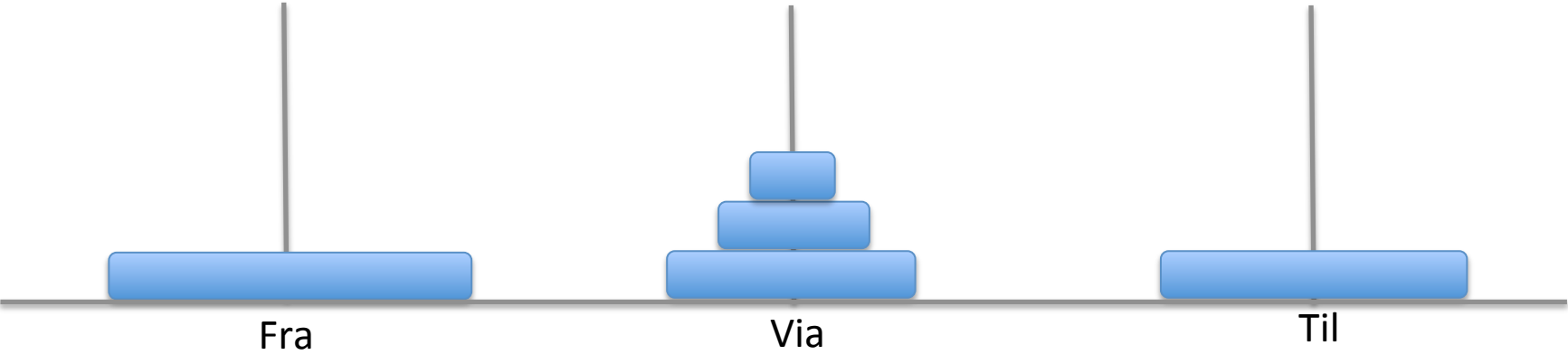


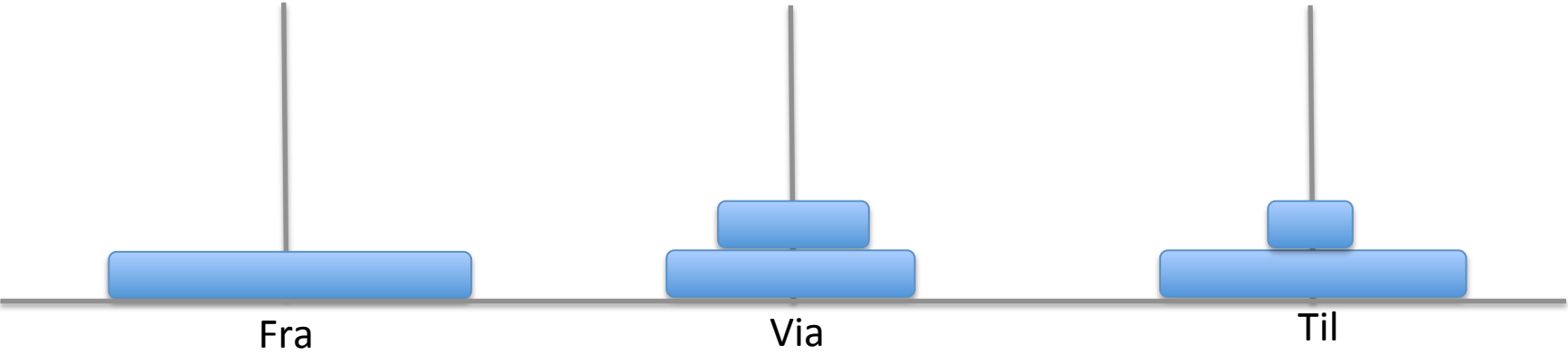


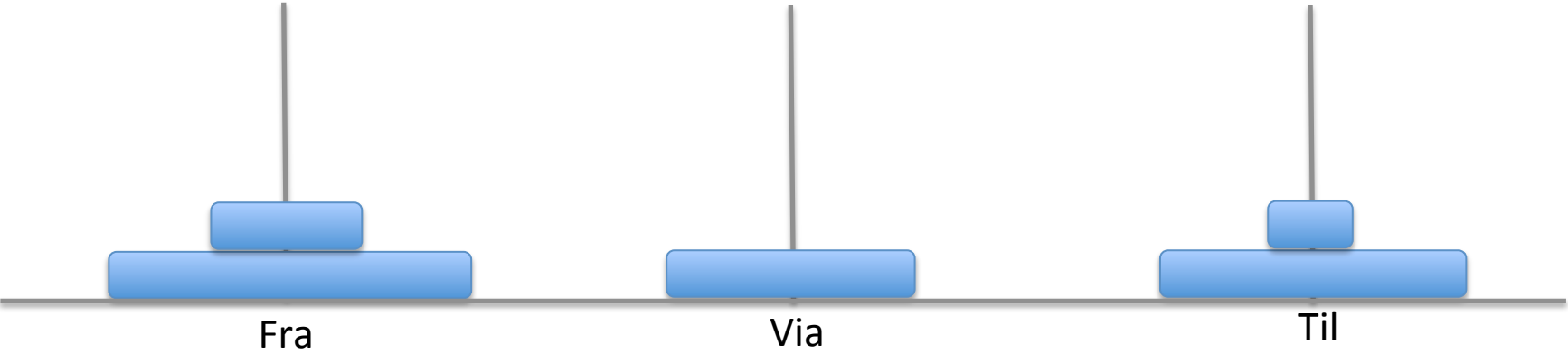


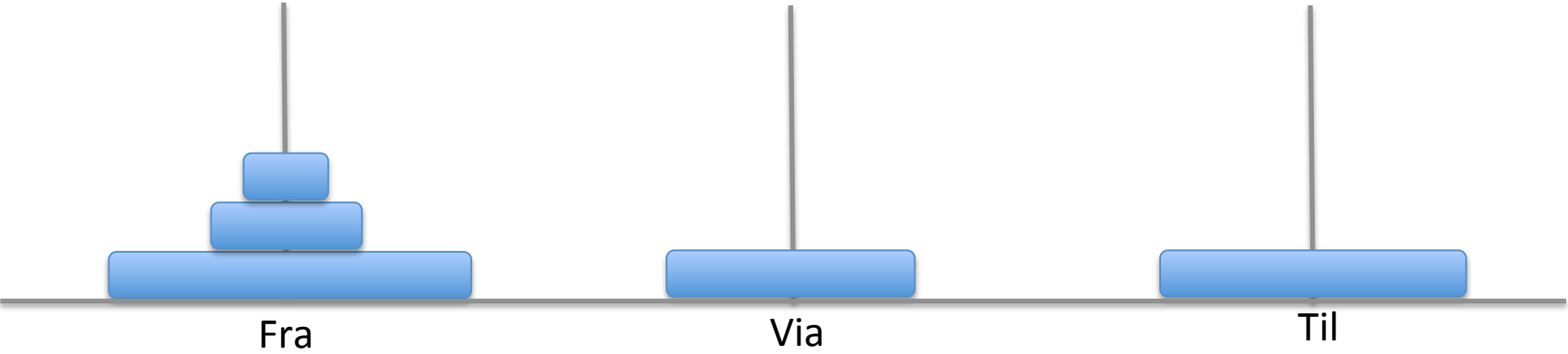




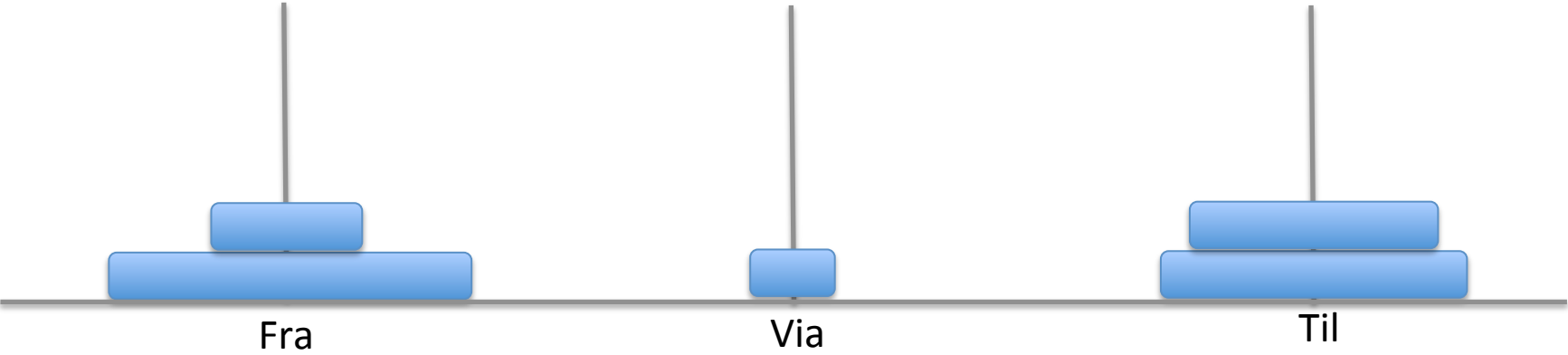


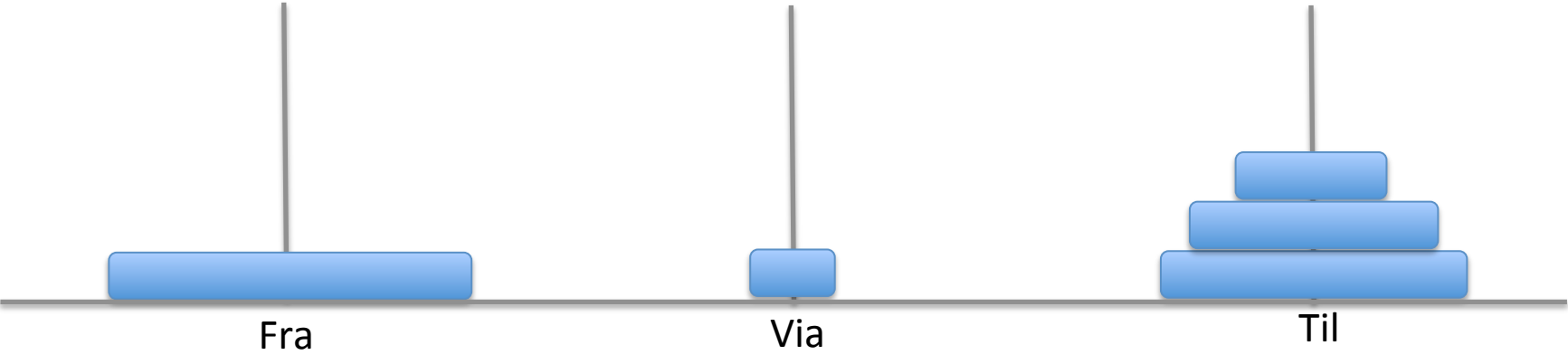








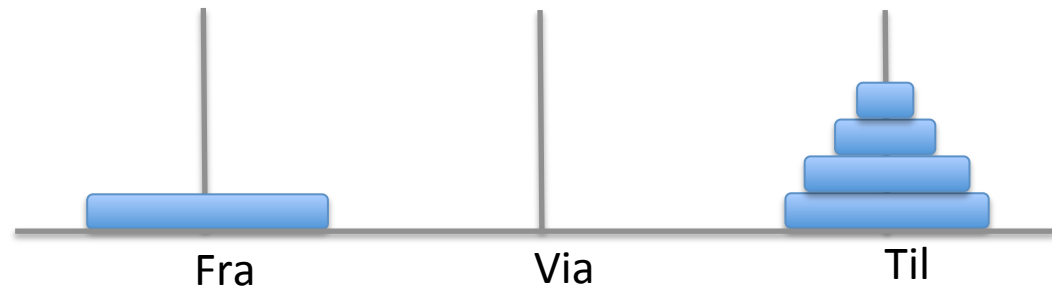




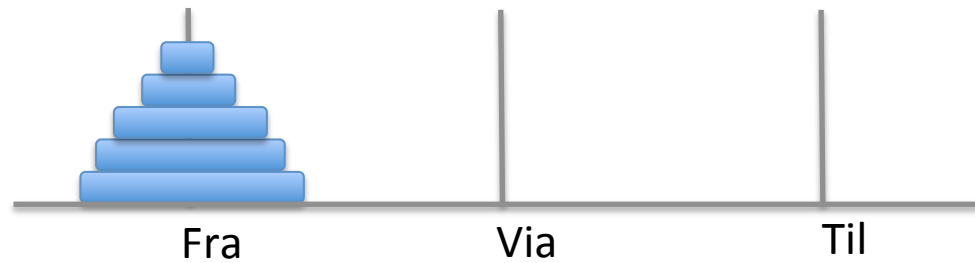


```
class Plate implements Comparable<Plate> {  
    private int diameter;  
  
    Plate (int d) { diameter = d; }  
  
    public int compareTo(Plate annenPlate) {  
        return diameter - annenPlate.hentDiameter();  
    }  
  
    public int hentDiameter() { return diameter; }  
}
```

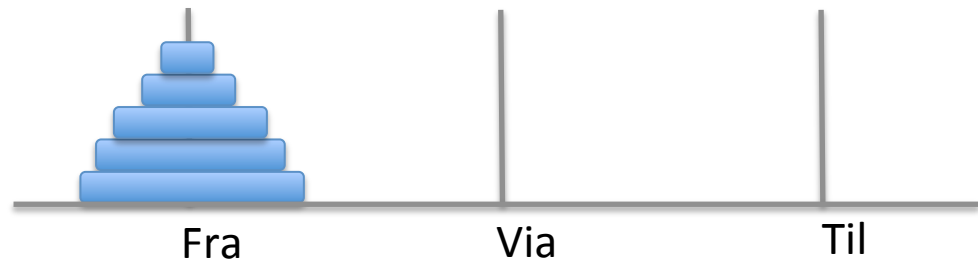




```
class Pinne< T extends Comparable<T> > {  
    protected String navn;  
    protected T topp = null;  
  
    // for å lage en tom pinne med navn n (UFERDIG)  
    Pinne(String n) { navn = n; }  
  
    // for å lage en pinne med navn n  
    // med ant T-objekter på (UFERDIG)  
    Pinne(String n, int ant) { navn = n; }  
  
    public T taAv() { return topp; } // denne er ikke korrekt  
    public void leggPåToppen(T t) {}  
    public String hentNavn() { return navn; }  
}
```

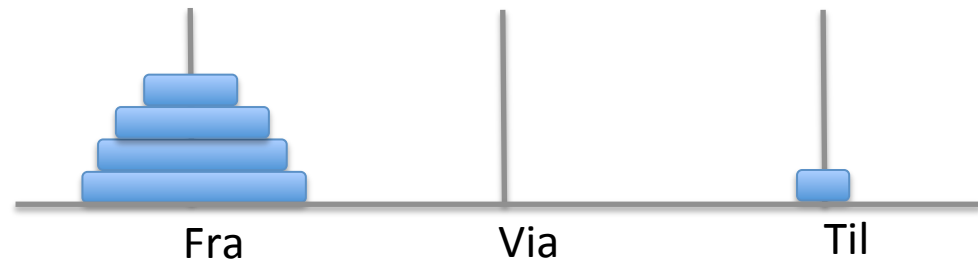


```
public class Hanoispill {  
  
    public static void main(String[] args) {  
        int antallRinger = Integer.parseInt(args[0]);  
        Hanoi spill = new Hanoi();  
  
        Pinne<Plate> fra = new Pinne<Plate>("Fra");  
        for (int d=antallRinger; d > 0; d--) {  
            fra.leggPåToppen(new Plate(d));  
        }  
  
        Pinne<Plate> til = new Pinne<Plate>("Til");  
        Pinne<Plate> via = new Pinne<Plate>("Via");  
  
        spill.flytt(antallRinger, fra, via, til);  
  
        System.out.println("Antall flytt: "+spill.antFlytt() );  
    }  
}
```

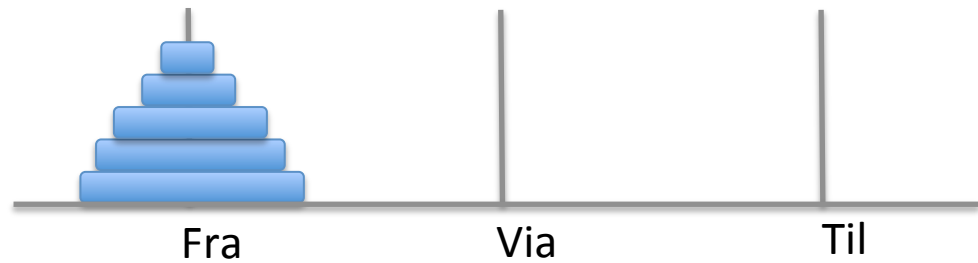


```
public class Hanoispill {  
  
    public static void main(String[] args) {  
        int antallRinger = Integer.parseInt(args[0]);  
        Hanoi spill = new Hanoi();  
  
        Pinne<Plate> fra = new Pinne<Plate>("Fra");  
        for (int d = 1; d > 0; d--) {  
            fra.leggPåToppen(new Plate(d));  
        }  
  
        Pinne<Plate> til = new Pinne<Plate>("Til");  
        Pinne<Plate> via = new Pinne<Plate>("Via");  
  
        spill.flytt1(fra, til);  
  
        System.out.println("Antall flytt: "+spill.antFlytt() );  
    }  
}
```

```
public class Hanoispill {
```

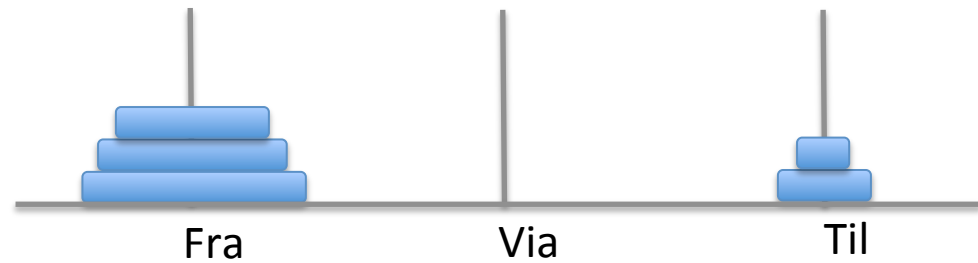


```
    public static void main(String[] args) {  
        int antallRinger = Integer.parseInt(args[0]);  
        Hanoi spill = new Hanoi();  
  
        Pinne<Plate> fra = new Pinne<Plate>("Fra");  
        for (int d = 1; d > 0; d--) {  
            fra.leggPåToppen(new Plate(d));  
        }  
  
        Pinne<Plate> til = new Pinne<Plate>("Til");  
        Pinne<Plate> via = new Pinne<Plate>("Via");  
  
        spill.flytt1(fra, til);  
  
        System.out.println("Antall flytt: "+spill.antFlytt() );  
    }  
}
```

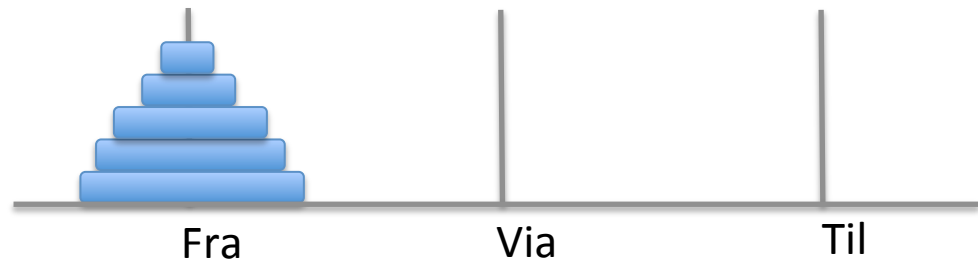



```
public class Hanoispill {  
  
    public static void main(String[] args) {  
        int antallRinger = Integer.parseInt(args[0]);  
        Hanoi spill = new Hanoi();  
  
        Pinne<Plate> fra = new Pinne<Plate>("Fra");  
        for (int d = 2; d > 0; d--) {  
            fra.leggPåToppen(new Plate(d));  
        }  
  
        Pinne<Plate> til = new Pinne<Plate>("Til");  
        Pinne<Plate> via = new Pinne<Plate>("Via");  
  
        spill.flytt2(fra, via, til);  
  
        System.out.println("Antall flytt: "+spill.antFlytt() );  
    }  
}
```

```
public class Hanoispill {
```

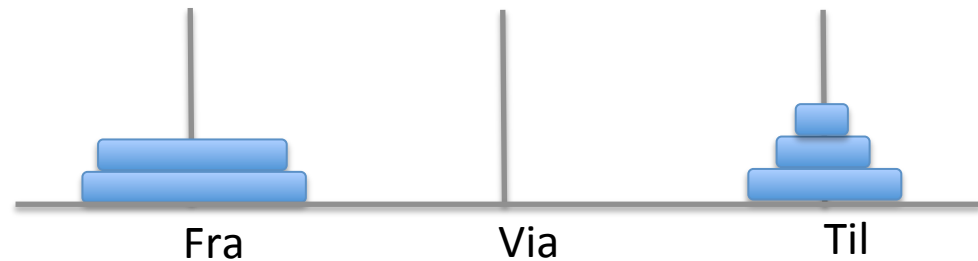


```
    public static void main(String[] args) {  
        int antallRinger = Integer.parseInt(args[0]);  
        Hanoi spill = new Hanoi();  
  
        Pinne<Plate> fra = new Pinne<Plate>("Fra");  
        for (int d = 2; d > 0; d--) {  
            fra.leggPåToppen(new Plate(d));  
        }  
  
        Pinne<Plate> til = new Pinne<Plate>("Til");  
        Pinne<Plate> via = new Pinne<Plate>("Via");  
  
        spill.flytt2(fra, via, til);  
  
        System.out.println("Antall flytt: "+spill.antFlytt() );  
    }  
}
```



```
public class Hanoispill {  
  
    public static void main(String[] args) {  
        int antallRinger = Integer.parseInt(args[0]);  
        Hanoi spill = new Hanoi();  
  
        Pinne<Plate> fra = new Pinne<Plate>("Fra");  
        for (int d = 3; d > 0; d--) {  
            fra.leggPåToppen(new Plate(d));  
        }  
  
        Pinne<Plate> til = new Pinne<Plate>("Til");  
        Pinne<Plate> via = new Pinne<Plate>("Via");  
  
        spill.flytt3(fra, via, til);  
  
        System.out.println("Antall flytt: "+spill.antFlytt() );  
    }  
}
```

```
public class Hanoispill {
```



```
    public static void main(String[] args) {  
        int antallRinger = Integer.parseInt(args[0]);  
        Hanoi spill = new Hanoi();  
  
        Pinne<Plate> fra = new Pinne<Plate>("Fra");  
        for (int d = 3; d > 0; d--) {  
            fra.leggPåToppen(new Plate(d));  
        }  
  
        Pinne<Plate> til = new Pinne<Plate>("Til");  
        Pinne<Plate> via = new Pinne<Plate>("Via");  
  
        spill.flytt3(fra, via, til);  
  
        System.out.println("Antall flytt: "+spill.antFlytt() );  
    }  
}
```