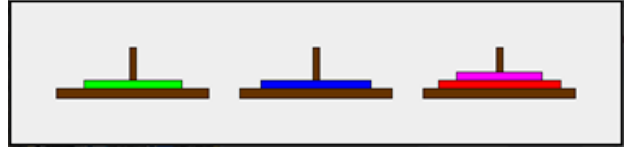


Tower of Hanoi

The *Tower of Hanoi* is a puzzle that involves moving disks from one rod to another, following the rule that you can never place a larger disk on top of a smaller disk. There is a third rod that you can use to solve the puzzle.



You can read all about it on the [Math is Fun](#) and [Wikipedia](#) websites. You can solve the puzzle by reading operator input from the console, or you can implement a graphical solution using classes provided for you so that you don't have to program the graphics yourself.

Below is the code for the application *TowerDemo* from the *com.judahstutorials.javaintro.towerofhanoi* package in our *javaintro* jar file. It works like this:

1. It creates a *Pitch* object, which encapsulates the pre-written GUI. Then goes to the application's *execute* method, where it:
2. Pauses for one second.
3. Removes the disk from the top of rod 0 and pauses for one second.
4. Puts the disk at the top of rod 1 and pauses for one second.
5. Removes the disk from the top of rod 0 and pauses for one second.
6. Puts the disk at the top of rod 2 and pauses for one second.
7. Removes the disk from the top of rod 1 and pauses for one second.
8. Puts the disk at the top of rod 2 and pauses for one second.

You can find the documentation for the Tower of Hanoi classes in the [documentation](#) for our *javaintro* library.

```
package com.judahstutorials.javaintro.towerofhanoi;
public class TowerDemo
{
    public static void main(String[] args)
    {
        Pitch      pitch    = Tower.play();
        TowerDemo  demo      = new TowerDemo();
        demo.execute( pitch );
    }

    public void execute( Pitch pitch )
    {
        long      pauseFor    = 1000;
        Pitch.pause( pauseFor );
        Disk      disk        = pitch.pop( 0 );
        pitch.repaint();
        Pitch.pause( pauseFor );
        pitch.push( disk, 1 );
        pitch.repaint();
        Pitch.pause( pauseFor );
        disk = pitch.pop( 0 );
        pitch.repaint();
        Pitch.pause( pauseFor );
        pitch.push( disk, 2 );
        pitch.repaint();
        Pitch.pause( pauseFor );
        disk = pitch.pop( 1 );
        pitch.repaint();
        Pitch.pause( pauseFor );
        pitch.push( disk, 2 );
        pitch.repaint();
    }
}
```