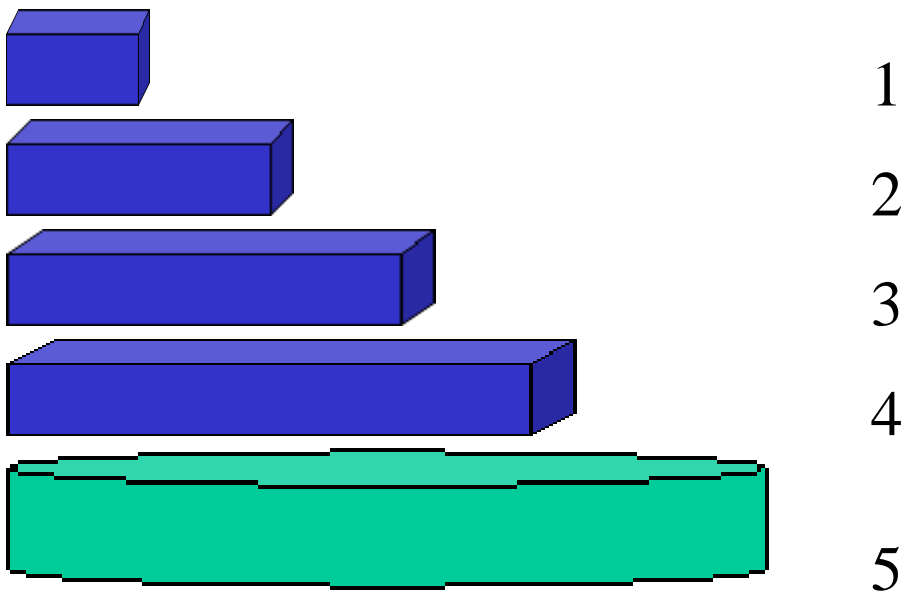


Towers of Hanoi

UI Elements

| | | |
|-----|-----|-----|
| C00 | C10 | C20 |
| C01 | C11 | C21 |
| C02 | C12 | C22 |
| C03 | C13 | C23 |
| C04 | C14 | C24 |

limbo



Data Structures

```
var pods=[[1,2,3,4,5],[0,0,0,0,5],[0,0,0,0,5]];
```

| | | |
|---|---|---|
| 1 | 0 | 0 |
| 2 | 0 | 0 |
| 3 | 0 | 0 |
| 4 | 0 | 0 |
| 5 | 5 | 5 |

```
var topRow=[0,4,4];
```

| | | |
|---|---|---|
| 0 | 4 | 4 |
|---|---|---|

```
var limbo = 0;
```

Pseudo Code

```
if no block in limbo /* picking a block */
    if there is a block on selected pod
        remove block from pod
        move block to limbo
    else
        do nothing
else /* dropping a block */
    if block in limbo smaller and top block on pod
        remove block from limbo
        move block to pod
    else
        invalid move
```

hanoi.html

```
<?xml version="1.0"?>
<!DOCTYPE html PUBLIC "-//w3c//DTD XHTML 1.0 Strict//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">
<html>
  <head>
    <title>Towers of Hanoi</title>
    <script type="text/javascript" src="hanoi.js"></script>
    <link rel="stylesheet" type="text/css" href="hanoi.css" />
  </head>
  <body>
    <h1>Towers of Hanoi</h1>
    <img id="limbo">
    <table border=0>
      <tr>
        <td></td>
        <td><img src="" id="c10"></td>
        <td><img src="" id="c20"></td>
      </tr>
      <tr>
        <td></td>
        <td><img src="" id="c11"></td>
        <td><img src="" id="c21"></td>
      </tr>
      <tr>
        <td></td>
        <td><img src="" id="c12"></td>
        <td><img src="" id="c22"></td>
      </tr>
      <tr>
        <td></td>
        <td><img src="" id="c13"></td>
        <td><img src="" id="c23"></td>
      </tr>
      <tr>
        <td></td>
        <td></td>
        <td></td>
      </tr>
    </table>
  </body>
</html>
```

```
h1 {
    color:blue;
}

img {
    height:30px;
}

h1,td {
    text-align:center;
}

table {

    position:absolute;
    bottom:5px;
}

img#limbo {
    display: block;
    margin-left: auto;
    margin-right: auto;
}
```