

CHAPTER I

INTRODUCTION

1.1 Background

The Tower of Hanoi is a game puzzles in mathematics. A game that consists of a pole and a number of different sizes of disc..The objective of the game is to move a disc from one pole to another pole with a small disc terms should not be under a bigger disc. Recursive is the way that can be in use in solving problems tower hanoi.

In a course called data structure and the algorithms often college student to study his difficulties. To better understand the working mechanism of rekursif then made simulation.

In this simulation project is made in HTML5. The user can select how many discs will be on the run. In this project can also bring up where the function is running. so that the student be helped to understand the recursive function in the course of data structure and algorithm, by playing the simulation and see which function is running.

1.2 Scope

This project is a simulation by using a programming language HTML5 canvas. in addition to addressing the simulation part of the function is running, the user can also select, how many discs will be in play.

1.3 Objective

This application aims to facilitate students of computer science courses in order to understand the data structure and algorithm to display parts of the function that runs in the game Tower of Hanoi.