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**MINMAX SEARCH**

**Aim:**

To implement the MINMAX Search.

**Program:**

def minimax(node, depth, maximizing\_player, scores):

if depth == 0 or node >= len(scores):

return scores[node]

if maximizing\_player:

max\_eval = float('-inf')

for child in [2 \* node, 2 \* node + 1]:

eval = minimax(child, depth - 1, False, scores)

max\_eval = max(max\_eval, eval)

return max\_eval

else:

min\_eval = float('inf')

for child in [2 \* node, 2 \* node + 1]:

if child < len(scores):

eval = minimax(child, depth - 1, True, scores)

min\_eval = min(min\_eval, eval)

return min\_eval

scores = [3, 5, 6, 9, 1, 2, 0, -1]

depth = 3

result = minimax(0, depth, True, scores)

print("Minimax result:", result)

**Output:**

Minmax result: 5

**Result:**

Thus the code is executed successfully.