**NAME: AHMAD SAEED**

**CLASS:; AI LAB**

**ROLL NO : 024**

**SECTION: BSAI 3A**

**OVERVEIW:**

* The script implements the MIN MAX Algorithm with Alpha-Beta pruning, a common decision-making algorithm used in two-player games (like chess, tic-tac-toe)
* It optimize the search by pruning branches that wont be selected, reducing computation time.