**3.Implement MINIMAX algorithm.**

**Aim:** To Implement MINIMAX

**Code:**

def minimax(node, depth, maximizingPlayer, scores):

if node not in node:

return scores[node]

if maximizingPlayer:

maxEval = -float('inf')

for child in node:

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

maxEval = max(maxEval, eval)

return maxEval

else:

minEval = float('inf')

for child in node:

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

minEval = min(minEval, eval)

return minEval

**OUT PUT:**

**scores = {**

**'D': 3,**

**'E': 5,**

**'F': 2,**

**'G': 9**

**}**