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**Section : 3A**

**Subject : Artificial Intelligence**

**Documentation of Task 1**

**“Min Max Algorithm”**

### ****Function: MinMaxAlgo****

### ****Parameters:****

* CurrNode : Current depth level in the tree.
* NodeIndex : Index of the node in the leafNodes list.
* MaxTurn : Boolean indicating if it's the maximizer's turn.
* LeafNodes : List containing leaf node values.
* NodeDepth : Depth of the tree.

### ****Returns:****

* The optimal value calculated using the Min-Max algorithm.

### ****Usage:****

* Recursively calculates the optimal move in a two-player game tree.
* Alternates between maximizing and minimizing values at each level.

