

**Artificial Intelligence Systems**

Lab Report # 06

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# Lab Task:

# Implement the alpha beta pruning algorithm given in the Fig. 8.1.

# Complete implementation of minimize () function given in section 8.3

# Complete implementation of maximize () function given in section 8.3

# Implement of minmax () function given in section 8.3

# Test tic tac toa game for following outcome

# Computer wins

# Draw

# Human wins