**LAB-8**

The program implements the Minimax algorithm, commonly used in decision-making and game theory for two-player games. The minimax() function recursively evaluates possible game outcomes by alternating between maximizing and minimizing players until reaching the leaf nodes (given scores). The calculate\_height() function determines the depth of a complete binary tree based on the number of scores. The program initializes a list of scores, calculates the tree height, and finds the optimal value using the Minimax algorithm, assuming the first player is maximizing. The result represents the best possible outcome for the maximizing player.

