

Pseudo-code for Alpha-beta Pruning:

```
function minimax(node, depth, alpha, beta, maximizingPlayer)
```

```
  if depth == 0 or node is a terminal node then
```

```
    return static evaluation of node
```

```
  if MaximizingPlayer then    // for Maximizer Player
```

```
    maxEva = -infinity
```

```
    for each child of node do
```

```
      eva = minimax(child, depth-1, alpha, beta, False)
```

```
      maxEva = max(maxEva, eva)
```

```
      alpha = max(alpha, maxEva)
```

```
      if beta <= alpha
```

```
        break
```

```
    return maxEva
```

```
  else    // for Minimizer player
```

```
    minEva = +infinity
```

```
    for each child of node do
```

```
      eva = minimax(child, depth-1, alpha, beta, true)
```

```
      minEva = min(minEva, eva)
```

```
      beta = min(beta, eva)
```

```
      if beta <= alpha
```

```
        break
```

```
    return minEva
```