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Expected Grade: **B**

Code Description:

The code was developed in the iteration (Recursive) in between Minimizer and Maximizer functions. The first player was considered as the maximizer. The initial depth was zero (0) and in the iteration process depth will increased by one (1) until the best move was obtained. The depth was set to seven (7) and the time was limited to five (5) seconds. The time was displayed after the move was finished. The depths were increased to seven (7) and the last layer will be the maximizer layer. The leaf node will give the best value in the maximizer.

Actually, if we get more time, we would have aimed to A grade by implementing Open Book AI.