Bug /After fix::

```
if(playNode.checkWinner()==1):          if(playNode.checkWinner()==2):
    print('You are the winner')             print('You are the winner')
    break                                    break
if(playNode.checkWinner()==0):          if(playNode.checkWinner()==0):
    print('Draw')                           print('Draw')
    break                                    break
```

The same function returning a different number of values:

```
def alpha_beta_search(node):
    alpha=-99999
    beta =+99999

    if(node.terminalTest()):
        return node.utility()

    v=-99999
    childrenList=node.makeChildren(1)
    childValues=[]
    for child in childrenList:
        valueFromChild=min_node_function(child,alpha,beta)
        childValues.append(valueFromChild)

        v=max(v,valueFromChild)
        # if(v>=beta):
        #     return v
        alpha=max(alpha,v)

    return childrenList,childValues
```

These are the moves for which you win (tried in class and crashed): (0,0), (2,1), (2,0), (2,2)
These are your moves for which the AI agent wins(0,1), (2,2), (1,2)

P.S: Better heuristic/utility function will generate better results and increase the winning chances of the Agent