To implement min man algoridhen technique to determine the optimal mov. The algorithm recurricely evalualer game tree noder until it identifier the move with best possible outome for the current players.

def. miniman (node, depth, manimizing-player): if depth = = 0 or isinstance (node, int): getwen node.

if maximizing-player: morn_eval = float ('-inj').

gor child in node: eval = minimon (duld, depth-, False) man _ eval = man (max_ eval).

return man-oral

min_eval = float ('inf') for duld in node: eval = minimon (child, depth -1, True) min_eval = min(min_eval, eval).

game - leve = [[3,5,6], [9, 1, 2], ATTENDED TO THE STATE OF THE S initial-depoth - 2 bed-xcore = miniman (game-tree, initial-depth, True) point ("The optimal score for Maximizer's;", but so output : Progranicom , Might door) avorcining tu optimal score for manimizer is:3. · spor waster of moveming virily 1 Korpon man cast - front - (- man) per sull in noch: Californian (dill) waring - bus LAND KEND YOUN HOUNG - HILL YOUNG The worr walk Charles and And and kenult:
The program is microfully enecuted and
the output is verified: