

Pseudo-code for Alpha-beta Pruning:

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