**NAME**

**JAHNZAIB ZAFAR**

**SECTION**

**BS ARTFICIAL INTELLIGENCE– 3B**

**TASK (8)**

**MIN-MAX CODE**

**EXPLANATION**

* **This Python Program Implements The Minimax Algorithm, Which Is Used For Decision-Making In Two-Player Games.**
* **The Function Minimax() Works Recursively To Find The Optimal Value Assuming One Player Tries To Maximize The Score And The Other Tries To Minimize It.**
* **The Algorithm Explores All Possible Outcomes (Stored In The Scores List) Like A Binary Game Tree.**
* **When The Recursion Reaches The Final Depth (Targetdepth), It Returns The Score Of That Node. At Each Higher Level, If It’s The Maximizer’s Turn, It Picks The Larger Value Of Its Two Child Nodes; If It’s The Minimizer’s Turn, It Picks The Smaller One.**
* **Finally, The Program Prints The Best Possible Value The First Player Can Achieve Assuming Both Players Play Optimally.**