```
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
```