recease a perogram AD solve MinNAX Alyoeithm peroblem using python lode. CODE: -Hallanderstone longout math Player-X = "X" Player-0="0" Empty = " " def print-board (board): for now in board: Print (" |" . Boin (now)) Puint ("-"+9) def theck - winner (board): four now in board: of more [0] == more [] == more[2]!= =mpty: for col in erange (3):

y board [0] [col] = = board [] [col] == board [2][col]! = Empty: M. Board [0][0] == board [1][] == board [2][2]!=Emply of board [0][2] == board[][][] = empty neturn board [0][2] preturn None def is full (board):

for now in board:

y empty in row

retween false

greturen teure.

# Minimax function:def min mare (bosord, depth, he maximistry): neinner = theck - nonner (board) of nonney = = Player\_X: return 1 elif wormer == player-0: Motiver - 1 mg perclain reing elif is full (board); preturn 0 -: 4000 if - in-maximizing: atom treate bust - score = - math. inf fou ? In mange (3): for 9 in mange (8: of board [1] [] = = Empty: board [1] [] = Player - x score = min max ( board, depth +1, by board [][3] = Empty bust - score = min (score, bust-score) Metwin bust- score def fird-best\_move (board): blet - move = - math = inf but move = none fori in mange (3): for 3 in stange (3): If board [i] [i] = = Empty: board [5] [5] = Player-X Score = minimax (board, o, fals) hoard [i][] = Empty If score > bust-score. best-score = score but-move = (1, 1) section least more board = [[Player\_x, Playon-o, Playor\_x], [ playor -0, Playor-X, Empty], [ empty, Empty, Player o]

Paint (" Intial board: ") Devint-Coard (board)

6ust-move = find-bust-move (board) STAO board [bust-mover [0]] [bust-mover [i]] = player x If lest-more: puint ("In Board after Player-x bust more: ") punt-board (board) SOUKCE CLOPES .. plint (no more left). elge 14 : FACTS : : +1 make creter). Output: And (John) Initial board:  $X \mid O \mid X$ 0 | X | 1 10 Board after PLAYER X's best move:  $X \mid O \mid X$ 0 | X | X | 0 Energy Of Clavery xxxx Round St ( July, 30ho) Parent of ( Juny, buten ). 14 Cales + :: 1 14 son parent & sea squadpowers & 1 father (x, Y): -pralicy) Parcond of (x, y). Phus Minman Algorithm is executed and output is received. Danuart Of (K, Z), Portert Of (Z,Y).