

The screenshot shows a C++ IDE with the file `alpha_beta.cpp` open. The code implements a minimax algorithm for a Tic-Tac-Toe game. The terminal output shows the game starting with a 3x3 board, asking for the first player (Y), and then for the depth (9). The game proceeds with positions 5, 6, and 7 being entered, showing the board state after each move.

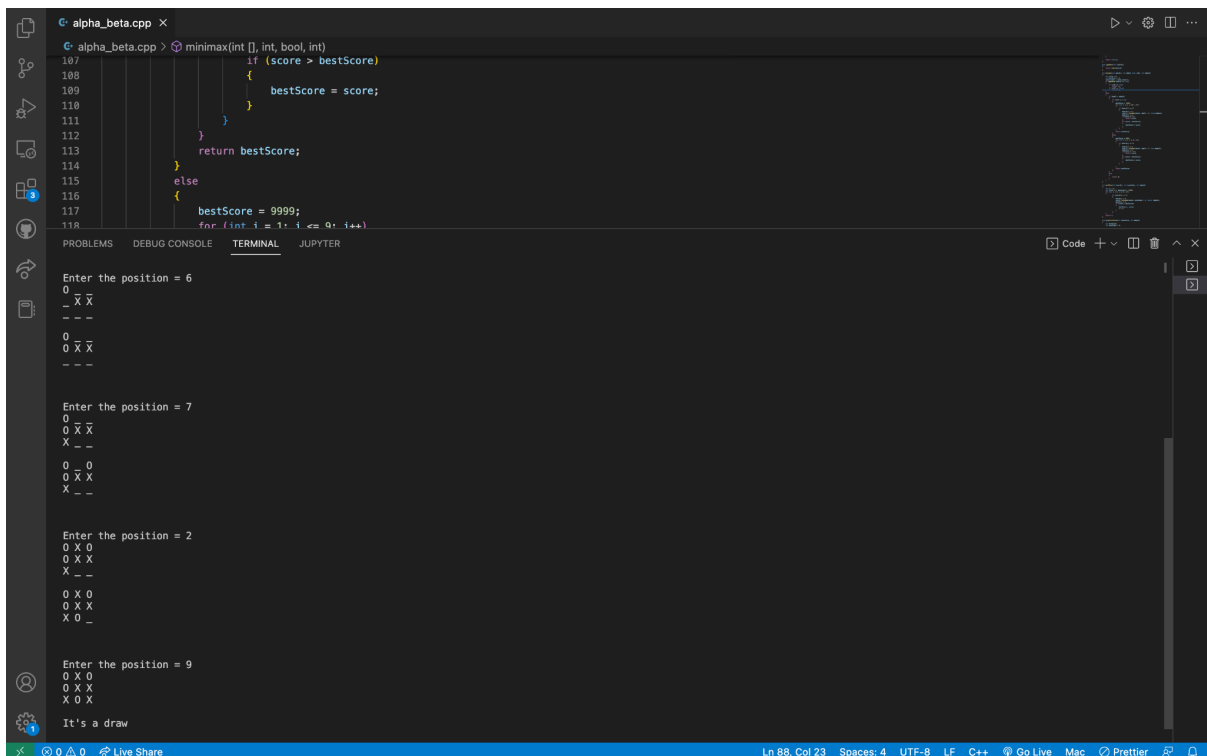
```
alpha_beta.cpp x
alpha_beta.cpp > minimax(int [], int, bool, int)
107         if (score > bestScore)
108         {
109             bestScore = score;
110         }
111     }
112     return bestScore;
113 }
114 }
115 else
116 {
117     bestScore = 9999;
118     for (int i = 1; i <= 9; i++)
119     {
120         // ...
121     }
122 }
123 }
```

Tic-Tac-Toe  
Do you want to start first?(y/n) : y  
Enter the depth between 1 to 9 which you want for the AI:  
9

Enter the position = 5  
\_ \_ \_  
\_ X \_  
\_ \_ \_  
0 \_ \_  
\_ X \_  
\_ \_ \_

Enter the position = 6  
0  
\_ X X  
\_ \_ \_  
0 \_ \_  
0 X X  
\_ \_ \_

Enter the position = 7  
0  
0 X X  
X \_ \_  
0 \_ 0  
0 X X  
X \_ \_



The terminal output continues from the previous screenshot, showing positions 2 and 9 being entered, and the final result of the game being a draw.

Enter the position = 6  
0  
\_ X X  
\_ \_ \_  
0 \_ \_  
0 X X  
\_ \_ \_

Enter the position = 7  
0  
0 X X  
X \_ \_  
0 \_ 0  
0 X X  
X \_ \_

Enter the position = 2  
0 X 0  
0 X X  
X \_ \_  
0 X 0  
0 X X  
X 0 \_

Enter the position = 9  
0 X 0  
0 X X  
X 0 X

It's a draw