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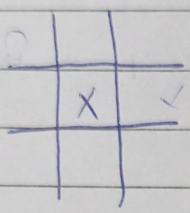
LAB 09

Min Max Tic Tac Toe.

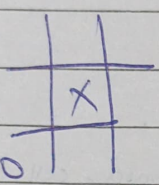
```
func minimax(board, depth, isMaximizing):
    score = evalboard(board)

    if score == 10 or score == -10 or isDraw(board):
        return score

    if isMaximising:
        bs = -inf
        for cell in board:
            makeMove(board, cell, 'X')
            score = minimax(board, depth+1, false)
            undomove(board, cell)
            bs = max(bs, score)
        return bs.
    else:
        bs = inf
        for e-cell in board:
            makeMove(board, cell, 'O')
            score = minimax(board, depth+1, true)
            undoMove(board, cell)
            bs = min(bs, score)
        return bs

func findbestM(board):
    bestMove = None
    bs = -inf
    for e-cell in board:
        makeMove(board, cell, X)
        moveVal = miniMax(board, 0, false)
        undoMove(board, cell)
```

```
if moveVal > bs :
        bmove = cell
        bs = moveVal
return bmove
```

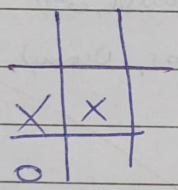
Output :-

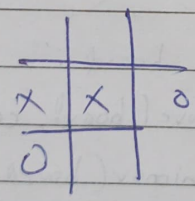


X → player

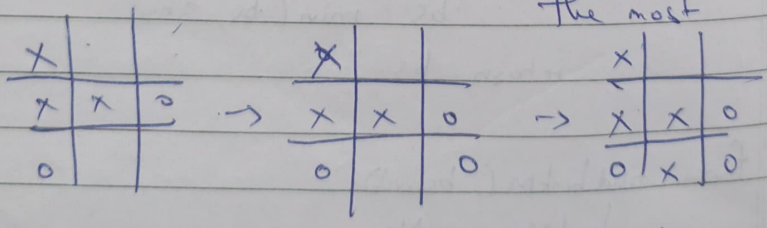


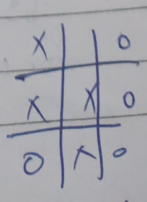
O → AI
Best possible move is in corners.





O → AI
will play here as that would minimize the score the most





"AI Wins"