```java
public Best chooseMove(boolean side) {
    Best myBest = new Best();        // My best move
    Best reply;                      // Opponent's best reply

    if (the current grid is full or has a win) {
        return a Best with the Grid's score, no move;
    }

    if (side == COMPUTER) {
        myBest.score = -1;
    } else {
        myBest.score = 1;
    }
    for (each legal move m) {
        perform move m;              // Modifies "this" Grid
        reply = chooseMove(! side);
        undo move m;                 // Restores "this" Grid
        if (((side == COMPUTER) &&
            (reply.score >= myBest.score)) ||
             ((side == HUMAN) &&
             (reply.score <= myBest.score))) {
            myBest.move = m;
            myBest.score = reply.score;
        }
    }
    return myBest;
}
```