```java
public Best chooseMove(boolean side, int alpha, int beta) {
    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 = alpha;
    } else {
        myBest.score = beta;
    }
    for (each legal move m) {
        perform move m;           // Modifies "this" Grid
        reply = chooseMove(! side, alpha, beta);
        undo move m;              // Restores "this" Grid
        if ((side == COMPUTER) &&
            (reply.score >= myBest.score)) {
            myBest.move = m;
            myBest.score = reply.score;
            alpha = reply.score;
        } else if ((side == HUMAN) &&
                   (reply.score <= myBest.score)) {
            myBest.move = m;
            myBest.score = reply.score;
            beta = reply.score;
        }
        if (alpha >= beta)  { return myBest; }
    }
    return myBest;
}
```