

```
function minimax(node, depth, alpha, beta, maximizingPlayer) is
if depth ==0 or node is a terminal node then
return static evaluation of node
```

```
if MaximizingPlayer then    // for Maximizer Player
    maxEva= -infinity
    for each child of node do
        eva= minimax(child, depth-1, alpha, beta, False)
        maxEva= max(maxEva, eva)
    alpha= max(alpha, maxEva)
    if beta<=alpha
    break
return maxEva
```

```
else                        // for Minimizer player
    minEva= +infinity
    for each child of node do
        eva= minimax(child, depth-1, alpha, beta, true)
        minEva= min(minEva, eva)
    beta= min(beta, eva)
    if beta<=alpha
    break
return minEva
```

