

Name:

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## MINMAX SEARCH

### Aim:

To implement the MINMAX Search.

### Program:

```
def minimax(node, depth, maximizing_player, scores):  
    if depth == 0 or node >= len(scores):  
        return scores[node]  
  
    if maximizing_player:  
        max_eval = float('-inf')  
        for child in [2 * node, 2 * node + 1]:  
            eval = minimax(child, depth - 1, False, scores)  
            max_eval = max(max_eval, eval)  
        return max_eval  
    else:  
        min_eval = float('inf')  
        for child in [2 * node, 2 * node + 1]:  
            if child < len(scores):  
                eval = minimax(child, depth - 1, True, scores)
```

```
        min_eval = min(min_eval, eval)
    return min_eval
```

```
scores = [3, 5, 6, 9, 1, 2, 0, -1]
depth = 3
result = minimax(0, depth, True, scores)
print("Minimax result:", result)
```

### **Output:**

Minimax result: 5

### **Result:**

Thus the code is executed successfully.