

* Implement TIC TAC TOE Game

→ Pseudocode

```
function minimax (Node, depth, isMaximizingPlayer)  
    if node is a terminal state  
        return evaluate (node)
```

```
    if isMaximizingPlayer :
```

```
        bestvalue = -infinity.
```

```
        for each child in node :
```

```
            value = minimax (child, depth+1, false)
```

```
            bestvalue = max (bestvalue, value)
```

```
        return bestvalue
```

```
    else :
```

```
        bestvalue = +infinity.
```

```
        for each child in node :
```

```
            value = minimax (child, depth+1, true)
```

```
            bestvalue = min (bestvalue, value)
```

```
        return bestvalue.
```

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