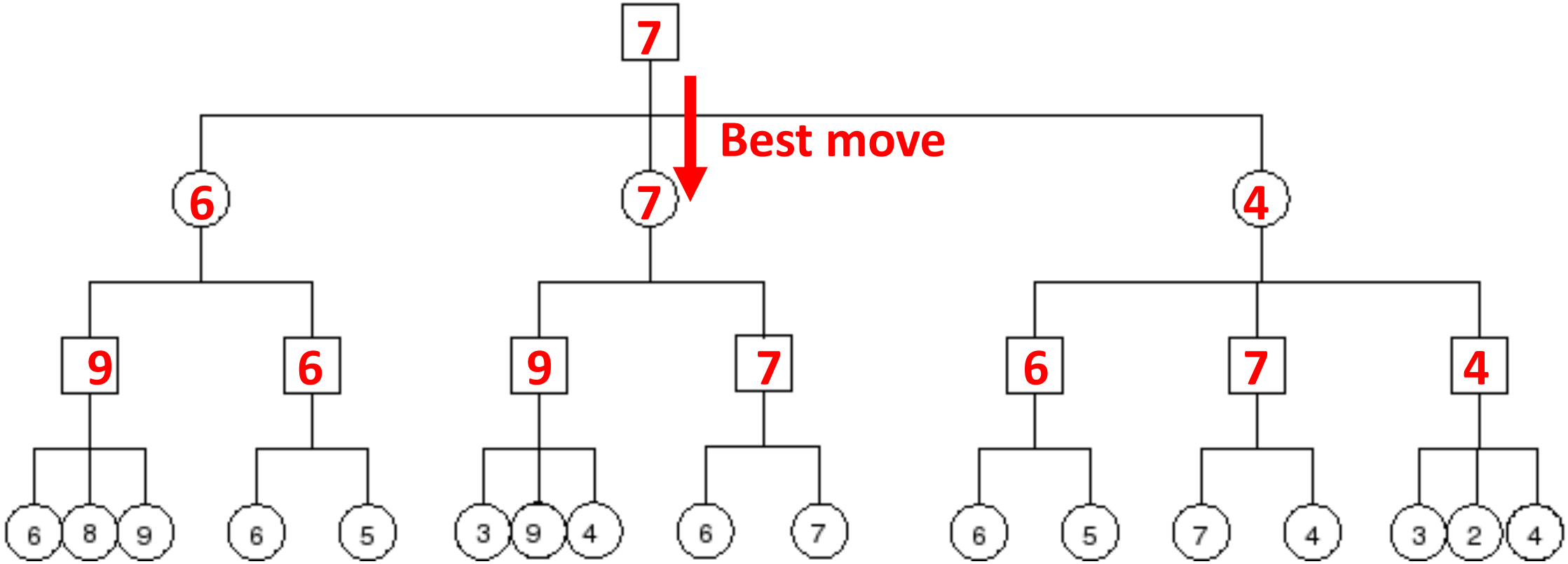
1.1 For this game tree, use the minimax algorithm to compute a value for each non-leaf node. Squares represent max nodes and circles represent min nodes. Indicate which move the maximizing player should make.



1.2 Simulate the alpha-beta algorithm on this game tree, crossing out nodes that are pruned. For each non-leaf node that is not pruned, show the exact value (e.g., =3) or the last constraint (e.g., <= 2, >=8) that the alpha-beta algorithm determines.