## LAB # 12

GAME THOERY IN ARTIFICIAL INTELLIGENCE

# Objective:-

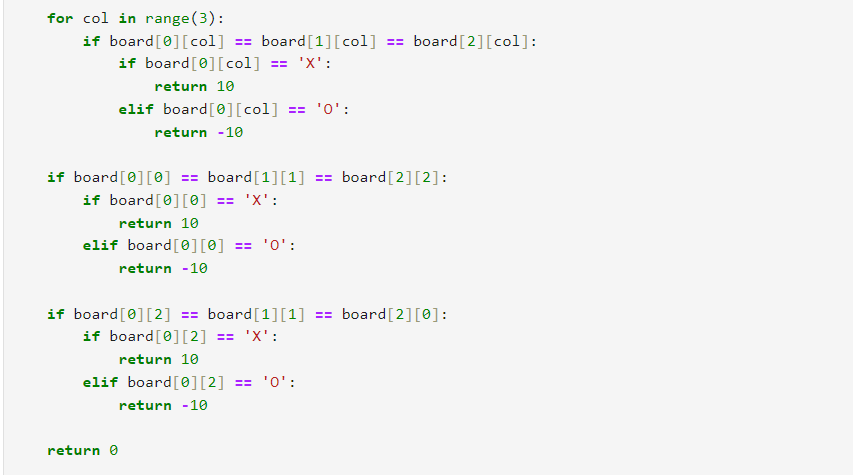
**Implement Tic-Tac-Toe game using Minimax Algorithm in Game Theory**

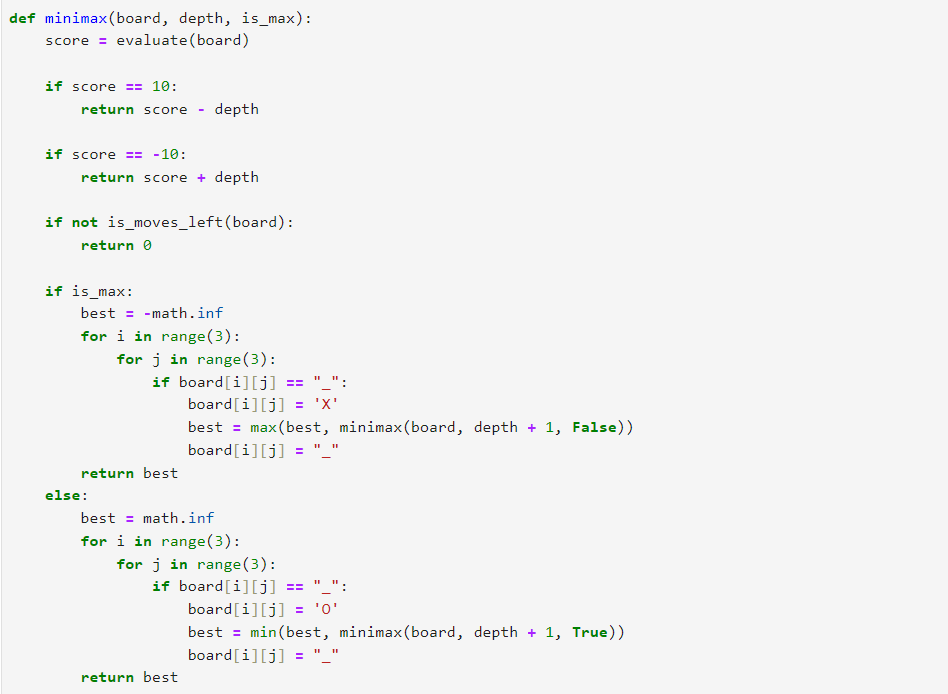
# Lab Task:-

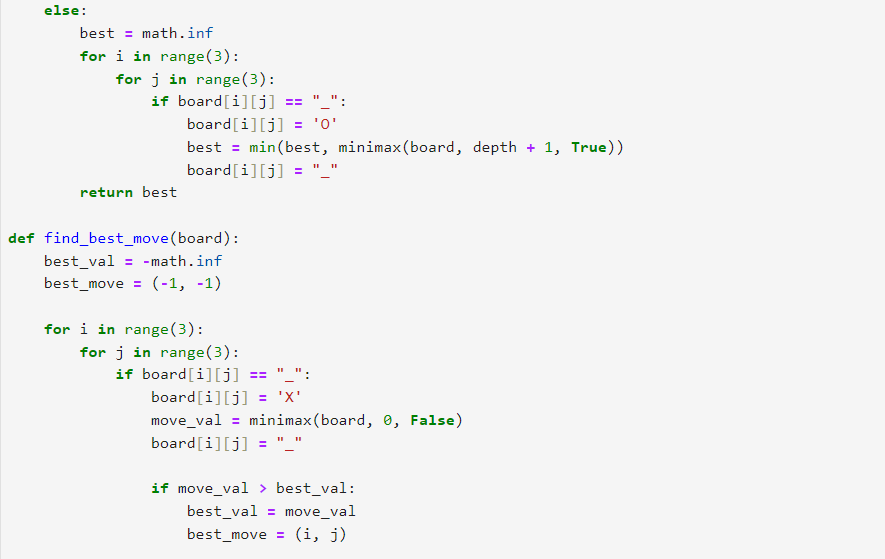
Finding optimal move in Tic-Tac-Toe using Minimax Algorithm in Game Theory?

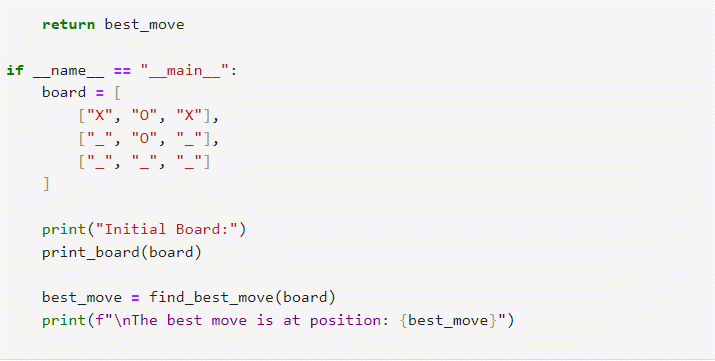
**Code:**











**Output:**

