∠AB - 1

Tic - Tac - Toe implementation using Python

→ Pseudocode

```
Function minimax (node, depth, isMaximizing Player)
    if node is a terminal state:
        return evaluate (node)


    if is Maximizing Player:
        bestValue = -inf
        for each child in node:
            Value = minimax (child, depth, false)
            bestvalue = Max (bestvalue, value)
        return best value


    else :
        bestvalue = +inf
        for each child in node:
            value = minimax (child, depth, true)
            bestValue = min (best value, value)
        return best value
```