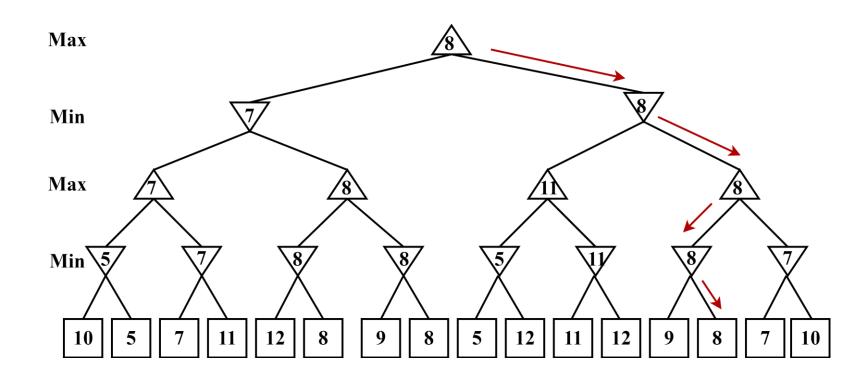
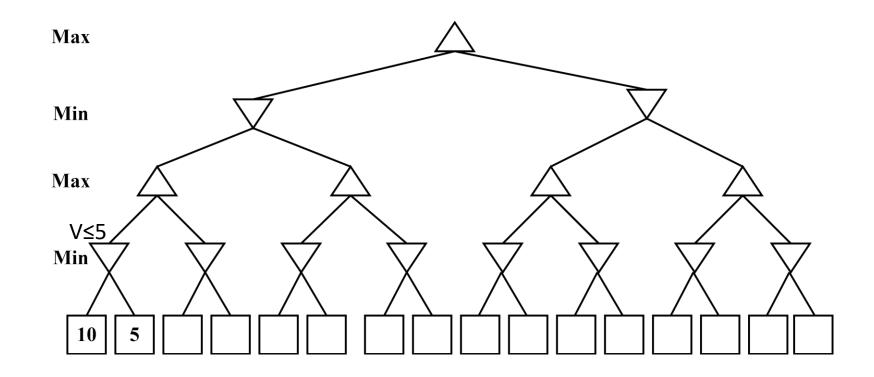
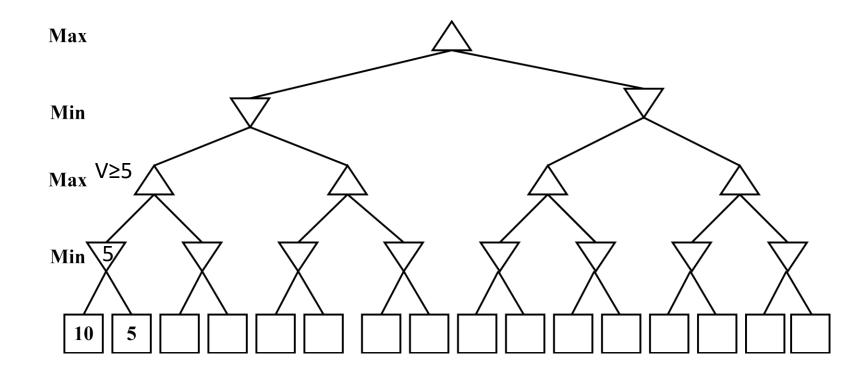
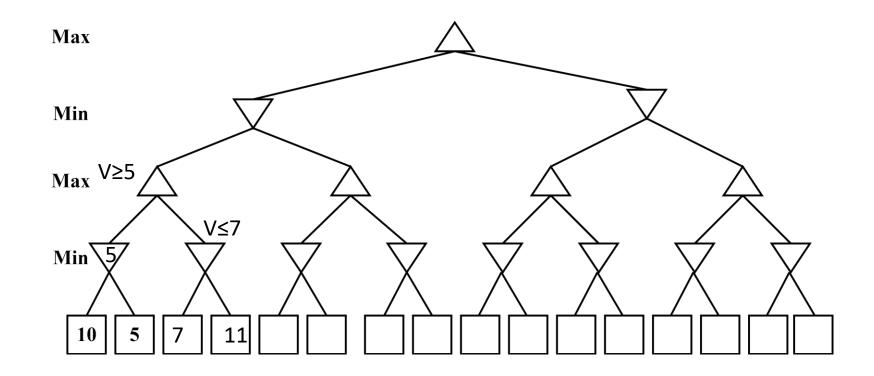
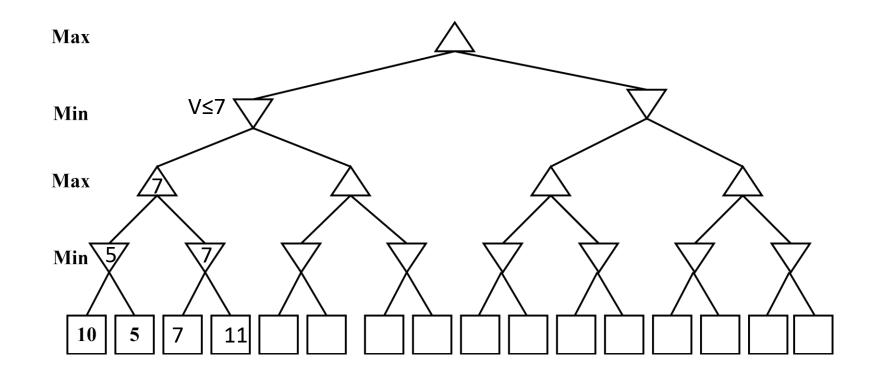
• Give the minimax value at each node for the game tree below.

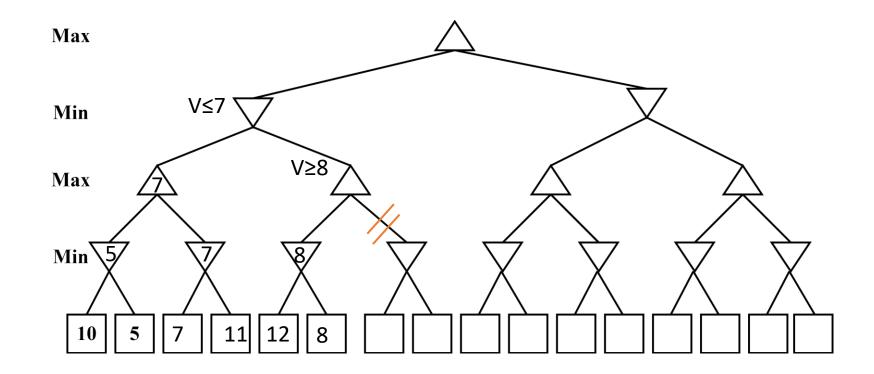


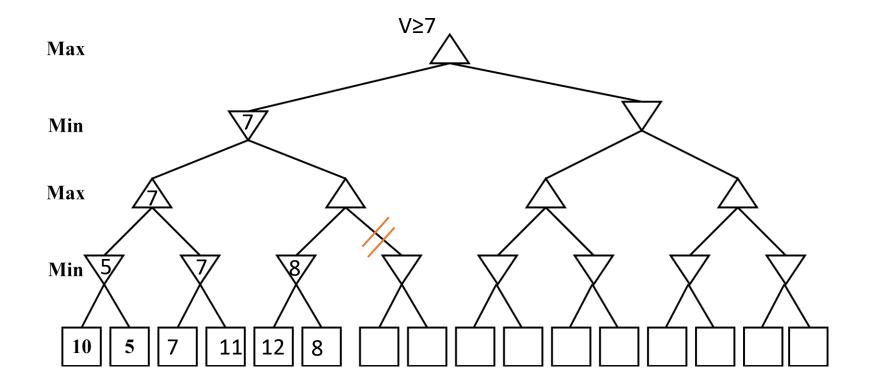


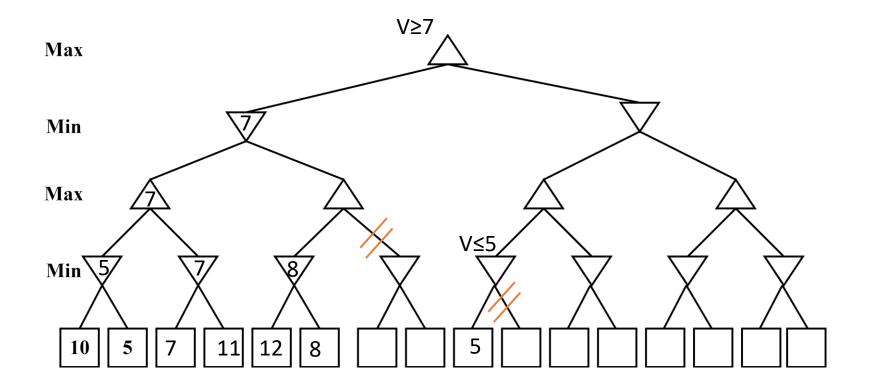


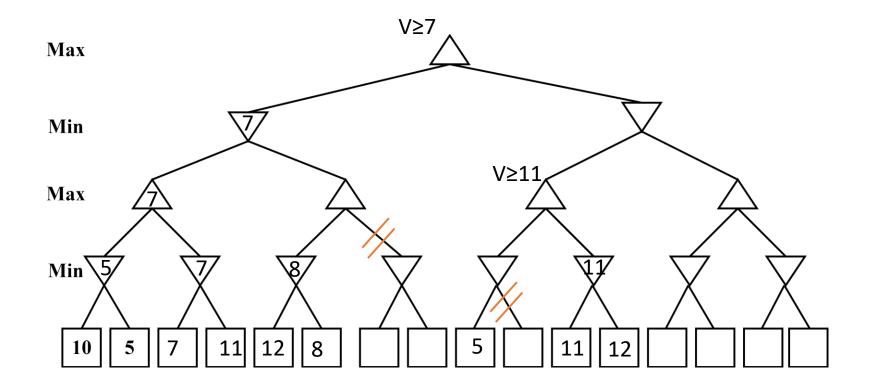


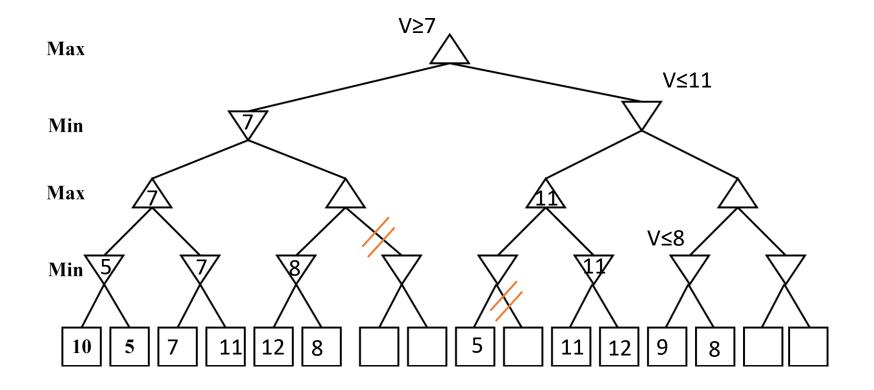


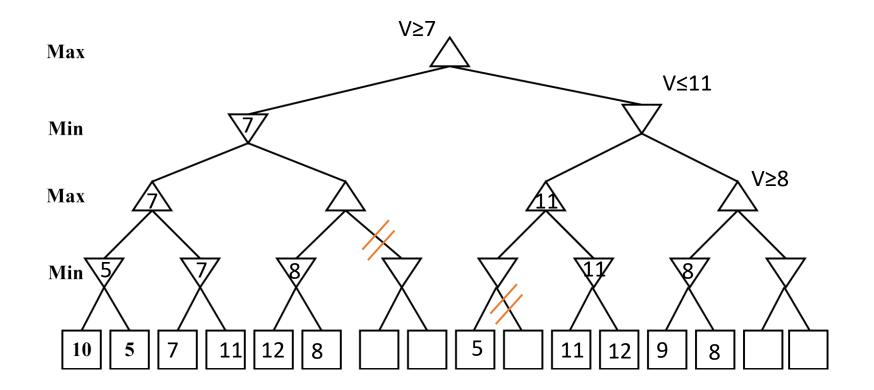


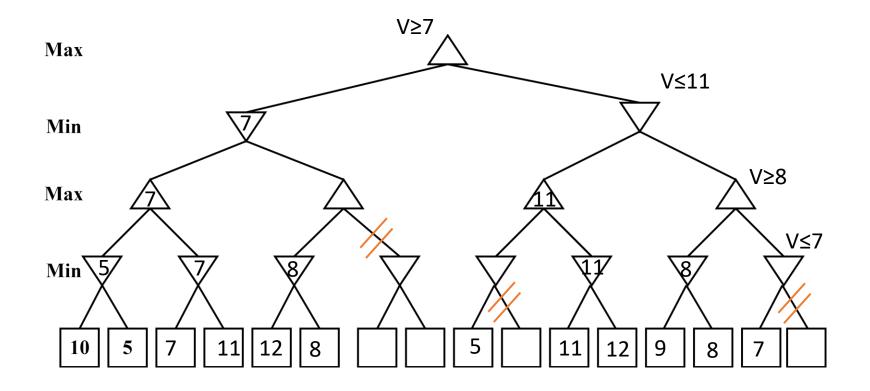


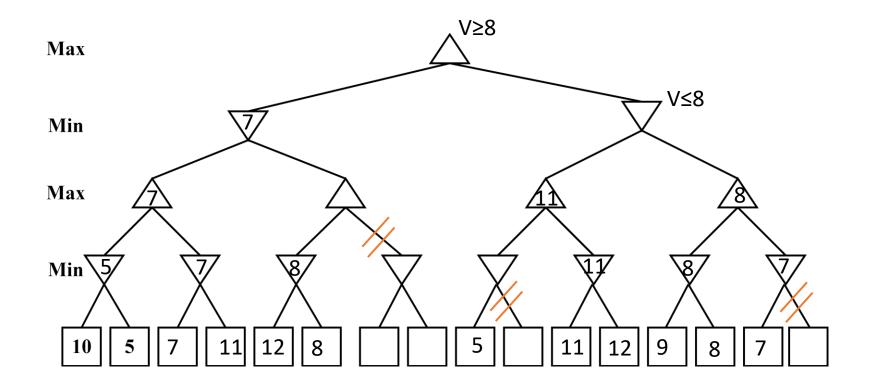


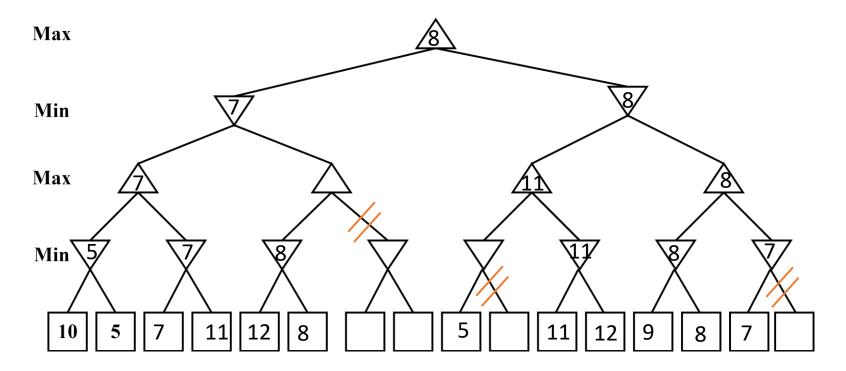












The pruned nodes: L4-4, L5-7, L5-8, L5-10, L5-16