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Implement TIC TAC TOE game using python

Pseudocode

Function minimax (nodes, depth, is Maximizing player)

if node is a termin
return evaluate (node)

if is Maximizing player:

bestvalue = $-\infty$

for each child in node:

value = minimax (child, depth, false)

bestvalue = max (bestvalue, value)

return bestvalue

else:

bestvalue

for each child in node:

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

bestvalue = min (bestvalue, value)

return bestvalue

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