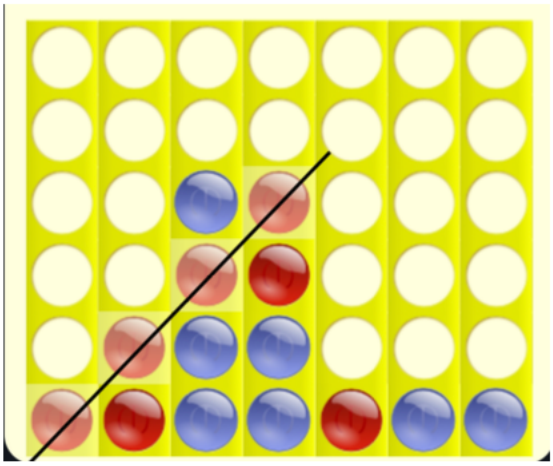
Minimax algorithm with Alpha-Beta pruning to four connect

The game is played in an n×m table. Two players, one with red color and one with blue color, play the middle game. Each player, in his turn, chooses one of the columns of the table that has at least one empty house and places a square of his own color (the first player is red and the second player is blue) in that column. and the checker is placed in the lowest square of that column. The winner is the first person to create four adjacent checkers of the same color (with their own color). Adjacent checkers cannot be vertical. , horizontal or diagonal.
This game is usually played on a 7 x 6 table, in this case our goal is to play on this table.



The Minimax algorithm is used to provide a method to play this game. This algorithm is improved using alpha-beta pruning.

A way to play this game using Genetic algorithm is also provided.