

# Artificial Intelligence

## Fall 2020

### Lab-7

**The objective of this lab is:** Alpha Beta Pruning

**Course & Lab Instructor:** *Dr. Mian Mubashir*

#### **Instructions**

*Don't share your code with anyone until evaluation.*

*Plagiarism will result in penalties.*

*Your code must run without errors.*

*The evaluation will be based on viva. Failure to explain your own code will result in penalties.*

*You are required to submit a single zip file BCSF20M001.zip. Failed to follow naming format will result in no grade.*

#### **Problem Statement**

You are required to create a Tic Tac Toe game using AI. You will have to write code for a single player game against the computer. The computer will play against the user and will play moves based on alpha beta pruning.

#### **Your code must have the following features**

- Board display after every move.
- Win, Loss and Draw prompts.
- Illegal Moves checks.
- MiniMax Algorithm Implementation with alpha beta pruning.
- Functional Approach.
- Your outputs will be terminal based.