

project

Connect 4 game



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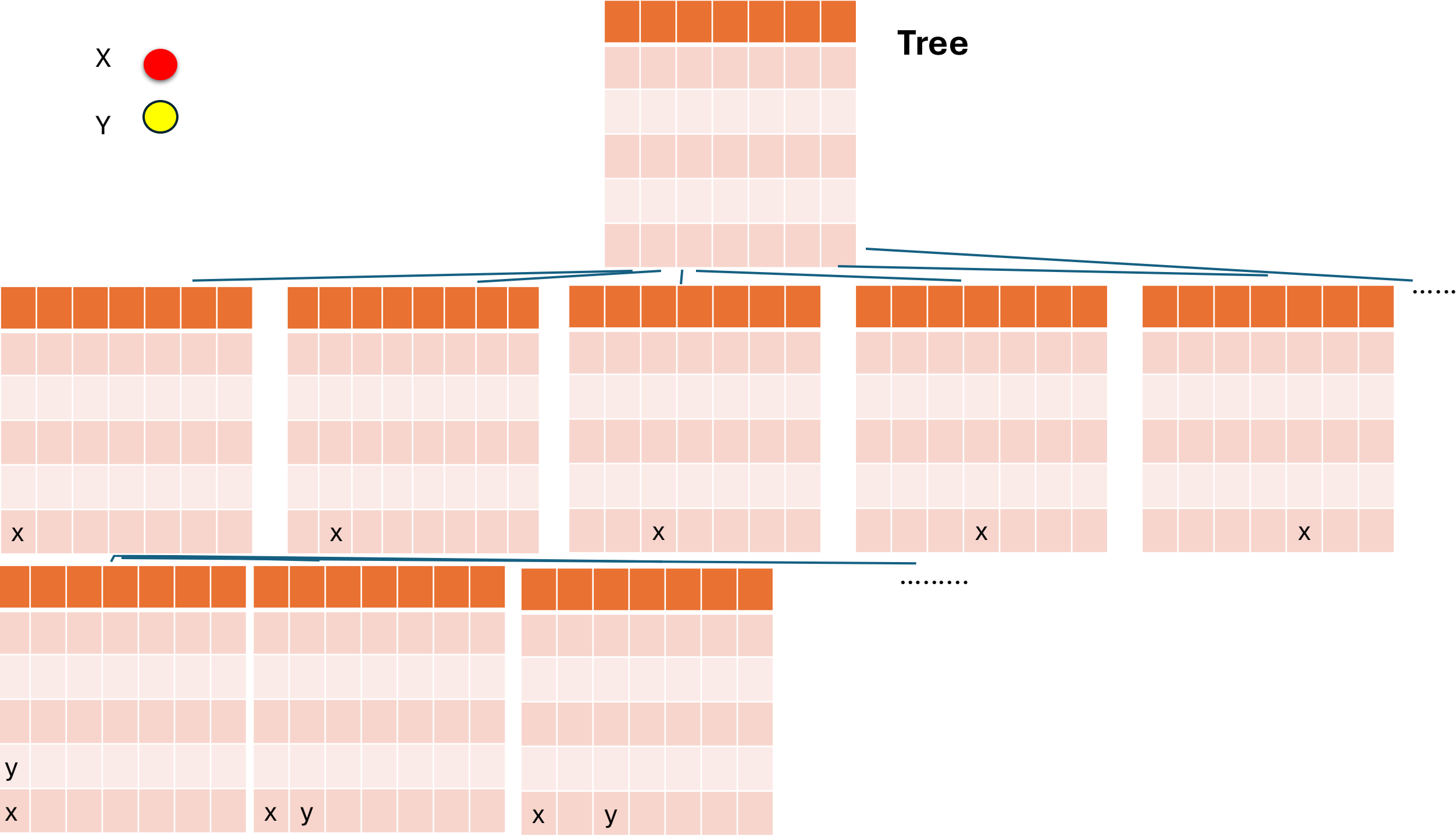
Tree

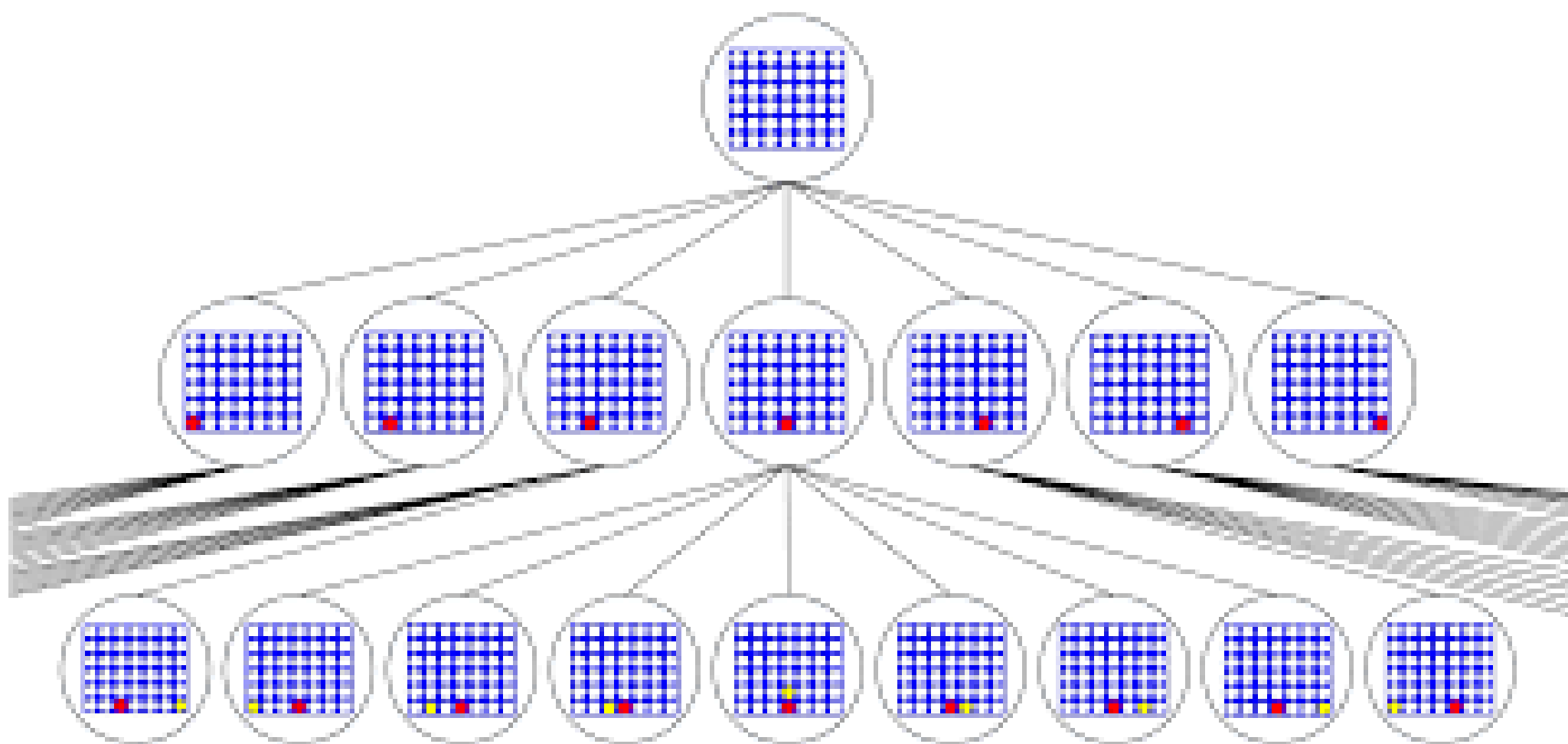
X ●

Y ●

.....

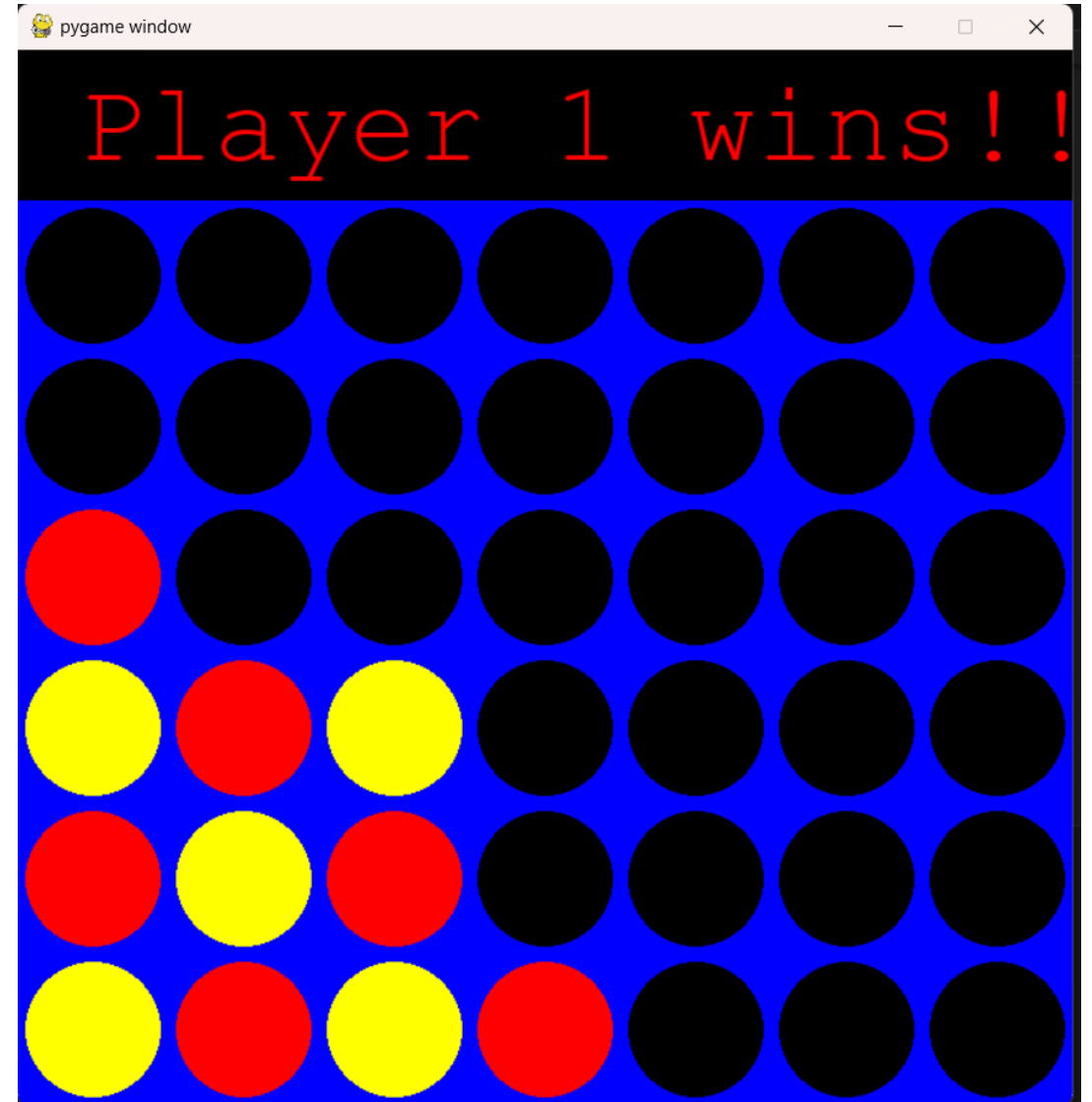
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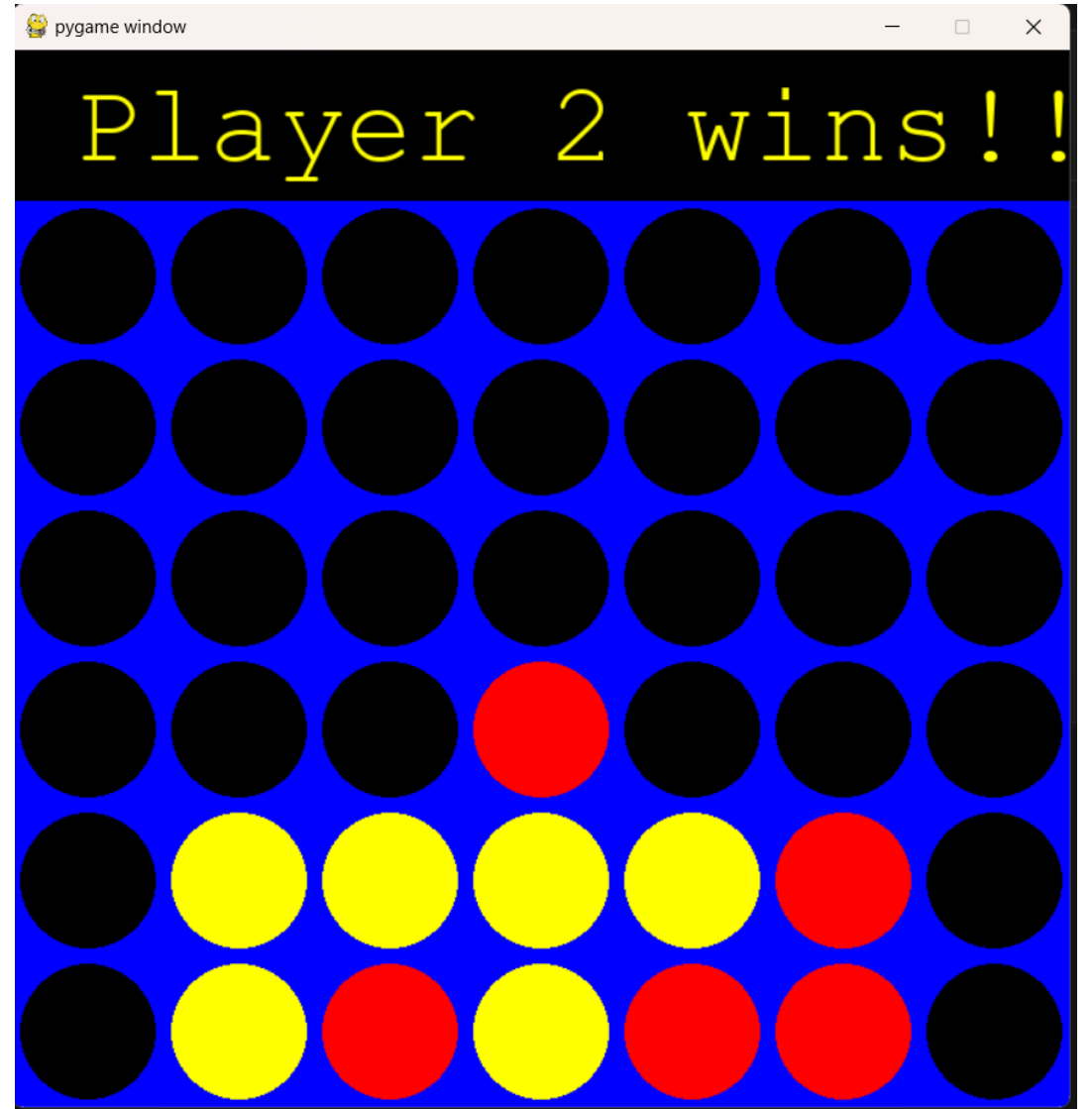


- The difference between :Minimax without alpha-beta pruning And Minimax with alpha-beta pruning is :
- **Minimax Algorithm**
- **Time Complexity:** Exponential, $O(b^d)$, where b is the branching factor (average number of children per node) and d is the depth of the search tree.
- **Nodes Expanded:** All nodes in the search tree are explored.
- **Minimax with Alpha-Beta Pruning**
- **Time Complexity:** Can vary significantly, but it's often much better than Minimax, especially for deeper search depths. In the best case, it can be $O(b^{(d/2)})$.
- **Nodes Expanded:** Many nodes are pruned, leading to a significant reduction in the number of nodes explored.

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- The run of code : when player (1) win



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- The run of code : when player (2) win



```
PS C:\Users\user\Desktop\Connect4-Python-master> & 'c:\Users\user\AppData\Local\Programs\ms-python.debugpy-2024.12.0-win32-x64\bundled\libs\debugpy\adapter\..\..\debugpy\launcher\connect4_with_ai.py'
pygame 2.6.1 (SDL 2.28.4, Python 3.13.1)
Hello from the pygame community. https://www.pygame.org/contribute.html
[[0. 0. 0. 0. 0. 0. 0.]
 [0. 0. 0. 0. 0. 0. 0.]
 [0. 0. 0. 0. 0. 0. 0.]
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 [0. 0. 0. 0. 0. 0. 0.]
 [0. 0. 0. 0. 0. 0. 0.]]
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 [0. 0. 0. 0. 0. 0. 0.]
 [0. 0. 0. 0. 0. 0. 0.]
 [0. 0. 0. 0. 0. 0. 0.]
 [0. 0. 0. 2. 0. 0. 0.]]
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 [0. 0. 0. 0. 0. 0. 0.]
 [0. 0. 0. 0. 0. 0. 0.]
 [0. 0. 0. 0. 0. 0. 0.]
 [0. 0. 0. 0. 0. 0. 0.]
 [0. 0. 1. 2. 0. 0. 0.]]
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 [0. 0. 0. 0. 0. 0. 0.]
 [0. 0. 0. 0. 0. 0. 0.]
 [0. 0. 0. 0. 0. 0. 0.]
 [0. 0. 2. 0. 0. 0. 0.]
 [0. 0. 1. 2. 0. 0. 0.]]
[[0. 0. 0. 0. 0. 0. 0.]
 [0. 0. 0. 0. 0. 0. 0.]
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 [0. 0. 2. 0. 0. 0. 0.]
 [0. 0. 1. 2. 1. 0. 0.]]
[[0. 0. 0. 0. 0. 0. 0.]
 [0. 0. 0. 0. 0. 0. 0.]
```

- **You can get source code from this drive :**

<https://drive.google.com/drive/folders/1ag0oqCGyZOhImANmJdSaCAgBviwP-PmK?usp=sharing>

- **Or scan this QR code to get source code:**

