



**NATIONAL UNIVERSITY OF COMPUTER & EMERGING
SCIENCES
FAST - PESHAWAR CAMPUS**

Subject: AL 2002 - Artificial Intelligence Lab
Instructor: Muhammad Saood Sarwar

Lab Task:

Tasks

1. Implement Game Search Algorithm to solve the tic-tac-toe problem mentioned below in figure 1.
2. Solve the below figure 2 tree by using the alpha-beta pruning method.

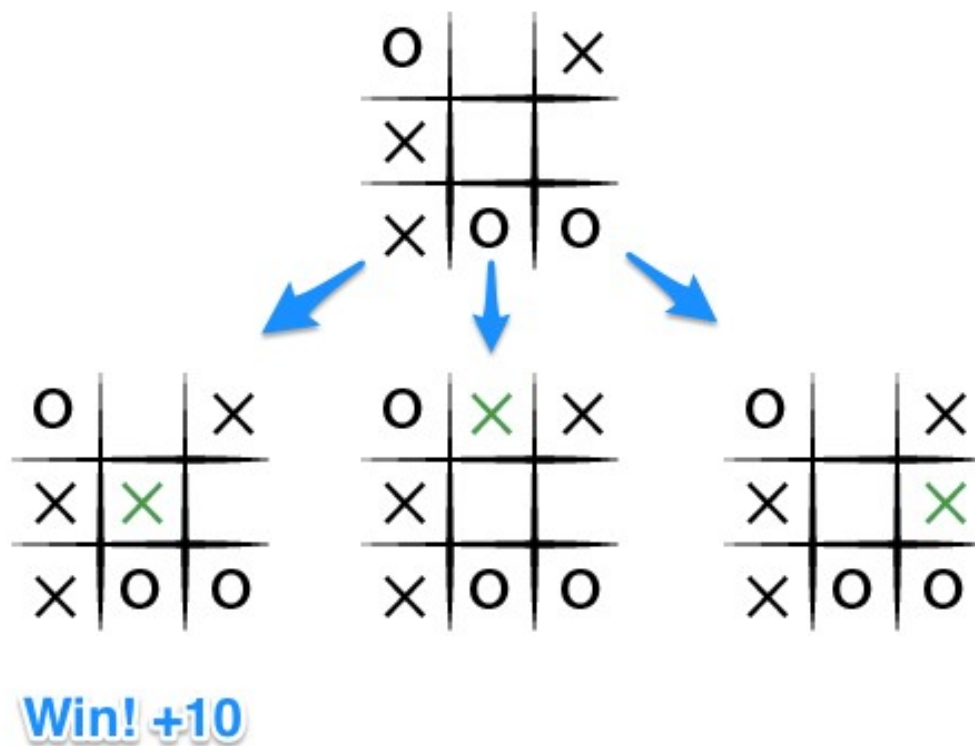


Figure 1: tic-tac-toe

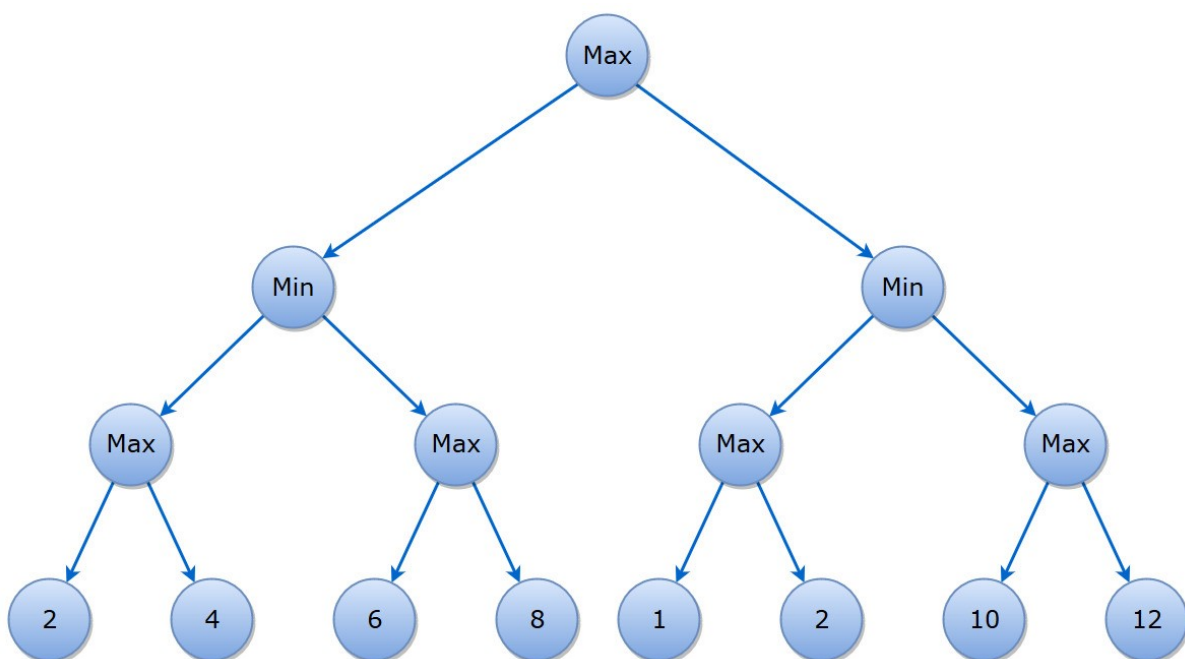


Figure 2: alpha-beta pruning