Node File:

This Node File is Responsible for “drawing” the Search Tree for the AI to Search Using the Min-Max Algorithm, with Alpha-Beta Pruning.

The Search Tree is drawn by 2 Functions, **get\_children** and **get\_opponent\_children**, as both moves exist in the tree.

This File also includes a Function called **isterminal**, which determines whether the node has any children of not.

The Node class contains the following attributes:

* **player**: the id of the player who will play the next move (0 or 1)
* **board**: the current board
* **pos**: the move that lead to the board
* **is\_repeated**: a flag to know whether the next move will be the player’s move or the opponent’s move
* **value**: the current value of the board, based on the player of the node, and the score function

The Node class also contains the following functions:

* **get\_children**: returns a list of nodes, one for each possible move that can be made by the player of the node
* **get\_opponent\_children**: returns a list of nodes, one for each possible move that can be made by the opponent player
* **isterminal**: returns a flag determining whether this is the final move of the game or not, depending on the player parameter