HEURISTIC evaluation function to be used :

* +100 for 3-in-a-line for max.
* +10 for two-in-a-line for a max
* +1 for one-in-a-line for max
* Negative scores for opponent, i.e., -100, -10, -1 for EACH opponent's 3-in-a-line, 2-in-a-line and 1-in-a-line.
* 0 otherwise (empty lines or lines with both computer's and opponent's seeds).

For Tic-Tac-Toe, compute the scores for each of the 8 lines (3 rows, 3 columns and 2 diagonals) and obtain the sum.

**PSEUDOCODE**

Func\_minmax\_ab(state, alpha, beta):

If (is\_terminal): #game – terminal node (no spaces left) or winner found

Return score

Successor = children nodes searched for all players

If (state.is\_max\_player):

#find max and alpha

For all successor:

Score = fun\_minimax\_ab (!is\_max\_player, state, alpha, beta)

If(score > alpha) alpha = score

If (alpha >= beta) break

Return alpha

Else:

#find min and beta

For all successor:

Score = fun\_minimax\_ab (is\_max\_player, state, alpha, beta)

If(score < beta) beta = score

If (alpha >= beta) break

Return beta

MAIN FUNCTION CALL

Func\_minimax\_ab(2, computer, -inf, +inf)