Evaluation Function used for depth-limited search

- Counts of 4 in a row,3 in a row with a blank, 2 in a row with 2 blanks, 1 in a row and 3 blanks respectively are calculated as f1,f2,f3,f4.
- Weights assigned for these are w1=1,w2=0.90,w3=0.50 and w4=0.40 respectively.
- The total score for the game state is calculated as summation of (f1*w1) , (f2*w2),(f3*w3) and (f4*w4).
- playerScore=(f1*w1) +(f2*w2)+(f3*w3) +(f4*w4)
- For Max and Min player, this score is calculated .
- Eval(Max)-Eval(Min) is calculated and returned.