main.py

```python
import math
player = "X"
opponent = "O"
def isMovesLeft(board):
    for row in board:
        if "_" in row:
            return True
    return False
def evaluate(b):
    for i in range(3):
        if b[i][0] == b[i][1] == b[i][2]:
            if b[i][0] == player: return 10
            if b[i][0] == opponent: return -10
        if b[0][i] == b[1][i] == b[2][i]:
            if b[0][i] == player: return 10
            if b[0][i] == opponent: return -10
    if b[0][0] == b[1][1] == b[2][2]:
```

```
Best Move: (1, 2)

=== Code Execution Successful ===
```

```
        if b[0][0] == player: return 10
        if b[0][0] == opponent: return -10
    if b[0][2] == b[1][1] == b[2][0]:
        if b[0][2] == player: return 10
        if b[0][2] == opponent: return -10
    return 0
def minimax(board, depth, isMax):
    score = evaluate(board)
    if score == 10: return score - depth
    if score == -10: return score + depth
    if not isMovesLeft(board): return 0
    if isMax:
        best = -math.inf
        for i in range(3):
            for j in range(3):
                if board[i][j] == "_":
                    board[i][j] = player
```

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