: MIA

To implement of the minmax algorithm in python along with a sample game tree

Atructure using a nested directory. work britists out ") troud

PROGRAM:

def minimax (node, depth, marinizing player):

if isinstance (node, int):

return node

if maximizing-player: max-eval- (loat (e-inj')

Jor child in node [children]:

eval = minimax (child depth +1, jalse)

max - eval = max (max - eval, eval).

return max-eval.

else : eval = float ('inj')

for child in node C'children 'J.

eval = /minimax (child, depth-11, True)

min - eval = min(min-eval).

return min - eval:

game - tree = Som XVII MIM 6 OH VI children! Schildren 1: [3,5,6]9/ vindingichildrenin Car J.g. Lismalgin at and smelt advince is apply buston acoupted result = minmax/games tree, o, True) point (" The optimal value is: " result) do not HAPPOUT Lopen principalinam, Algeb, a hon Ixaminion fel Rosult. The Optimal tracheris 3 apout unital i rousinizary player: (bi-1) Low) - boxa-xom [[marking] "bon ni blins ref. (odd, it supply blide) xominion = Love · (love, love, kom) som : love. This the minmax program is succenfully executed and output is Output: ventical! . Theo with a consider