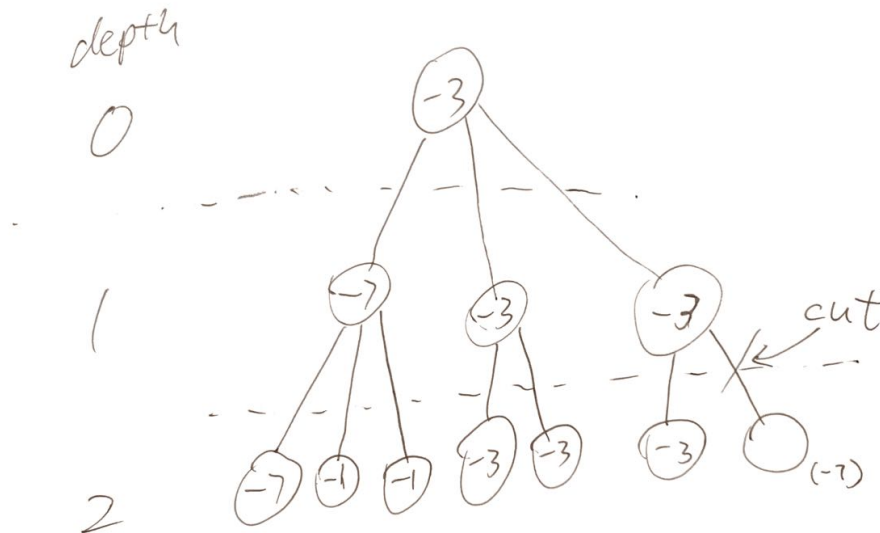


1. So the tree is shown below:



The last node whose value is -7 should be cut off because we have already gotten $\alpha = -3$ in the previous nodes, and we already -3 for last node of MIN in depth = 1 as well.

2. Value for arbitraryBoard8.txt is -6

Value for board1.txt is 5

Value for endgame.txt is 100 which is win value for white win

This is the screenshot for the running result:

```
assignment2 — -bash — 80x24
Last login: Fri May 22 01:36:45 on ttys000
[(base) Xins-MacBook-Pro:~ iusprayee$ cd desktop ]
[(base) Xins-MacBook-Pro:desktop iusprayee$ cd ai ]
[(base) Xins-MacBook-Pro:ai iusprayee$ cd assignment2 ]
[(base) Xins-MacBook-Pro:assignment2 iusprayee$ python3 othello.py < clearBestMove.txt ]
2
[(base) Xins-MacBook-Pro:assignment2 iusprayee$ python3 othello.py < clearBestCounterMove.txt ]
-3
[(base) Xins-MacBook-Pro:assignment2 iusprayee$ python3 othello.py < arbitraryBoard5.txt ]
1
[(base) Xins-MacBook-Pro:assignment2 iusprayee$ python3 othello.py < arbitraryBoard8.txt ]
-6
[(base) Xins-MacBook-Pro:assignment2 iusprayee$ python3 othello.py < board1.txt ]
5
[(base) Xins-MacBook-Pro:assignment2 iusprayee$ python3 othello.py < endgame.txt ]
100
(base) Xins-MacBook-Pro:assignment2 iusprayee$ █
```