Lab 2

- An evaluation function which takes a state of the game as input and returns a number by evaluating the state.
- A move generator function which takes a state as input and returns a list of legal moves at that state.
- Using the above two functions, create an alpha-beta game playing agent which takes the current state as input and returns a move/action which is to be made by your player.
- Write a main function which does the following:
  - Output the 8x8 board matrix by printing in the console.
  - Take two integers which are the co-ordinates of a move from the user.
  - Update the board with the user's move.
  - Take an action by passing the state to the alpha-beta search.
  - Update the board with the agent's move.

  Repeat the steps until the board is filled or there is no legal move for any player.