

```
def minmax(table):
```

```
    if (terminal(table): # if the game ended
```

```
        return None
```

```
    def max_value(table):
```

```
        if terminal(table)
```

```
            return winner(table)
```

```
        for action in actions(table):
```

```
            v_max = max(v_max, min_value(result(table, action)))
```

```
        return v_max
```

```
    def min_value(table):
```

```
        if terminal(table)
```

```
            return winner(table)
```

```
        for action in actions(table):
```

```
            v_min = min(v_min, max_value(result(table, action)))
```

```
        return v_min
```

```
    if player(Table) == X:
```

```
        for action in actions(Table):
```

```
            t = min_value(result(Table, action))
```

```
            if t > v
```

```
                v = t
```

```
                opt = action
```

```
    else:
```

```
        for action in actions(Table)
```

```
            t = max_value(result(Table, action))
```

```
            if t < v
```

```
                v = t
```

```
                opt = action
```

```
    return opt.
```

Nitish