

Problem #1

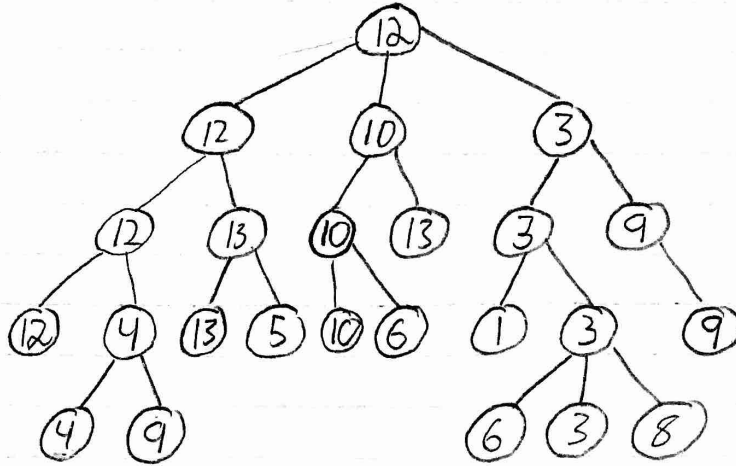
a) Max

Min

Max

Min

Max



b)

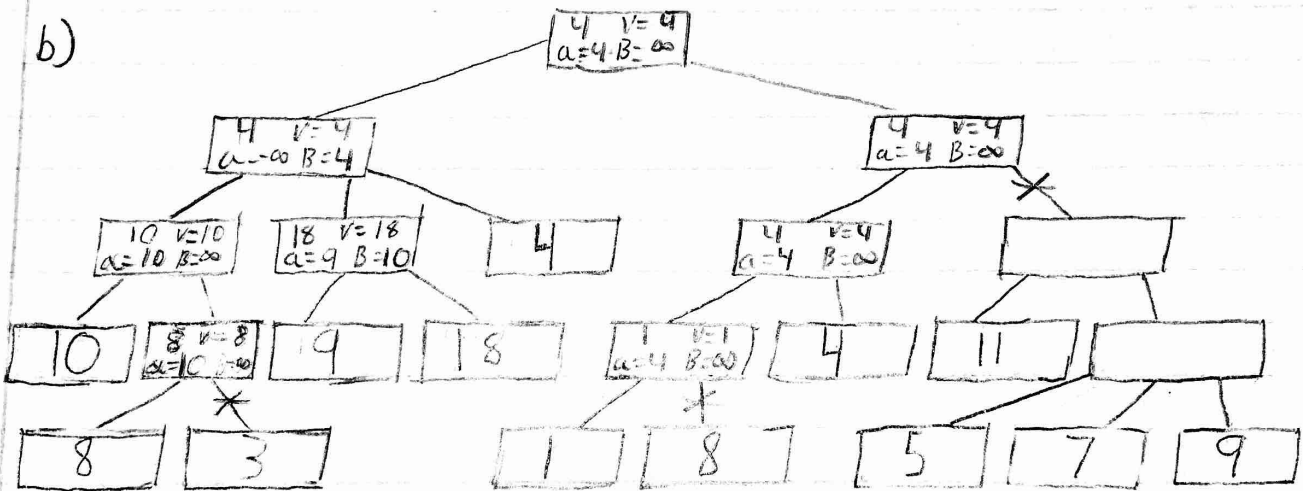
Max

Min

Max

Min

Max



c) No b/c Alpha-Beta algorithm just doesn't search the part of the tree where it knows that that isn't the player's best choice of move.