ravair

Implement Tic-tac-toe using & agent algorithm (computer Vs computer)

minmax (table): det

if (terminal (table) = II it the game ended return none

det max-value (table):

if terminal (table)

return winner (table):

V-max=max (V-max, min_value (result (table, action))

return v-max

det min-value (table):

it terminal (table)

roturn winner (table)=

for action in actions (table):

V-min=min(V-min, mak-value (result (+able, action))

return V-min

it player (Table)=2x;

for action in actions (table):

t = min-value (royult. (Table, action))

it tor

V=t

opt = action

else for action in actions (Table)

t = max-value (result (Table, action))

V=F opt = action

return

Scanned with CamScanner