

Implement Tic-tac-toe using 2 agent algorithm
(computer Vs computer)

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

```
    if (terminal(table) != # if the game ended
        return none
```

```
    def max-value(table):
```

```
        if terminal(table)
```

```
            return winner(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
```