```python
# Python3 program to demonstrate
# working of Alpha-Beta Pruning

# Initial values of Alpha and Beta
MAX, MIN = 1000, -1000

# Returns optimal value for current player
#(Initially called for root and maximizer)
def minimax(depth, nodeIndex, maximizingPlayer,
            values, alpha, beta):

    # Terminating condition. i.e
    # leaf node is reached
    if depth == 3:
        return values[nodeIndex]

    if maximizingPlayer:

        best = MIN

        # Recur for left and right children
        for i in range(0, 2):

            val = minimax(depth + 1, nodeIndex * 2 + i,
                          False, values, alpha, beta)
            best = max(best, val)
            alpha = max(alpha, best)

            # Alpha Beta Pruning
            if beta <= alpha:
                break

        return best

    else:
        best = MAX

        # Recur for left and
        # right children
        for i in range(0, 2):

            val = minimax(depth + 1, nodeIndex * 2 + i,
                          True, values, alpha, beta)
            best = min(best, val)
            beta = min(beta, best)

            # Alpha Beta Pruning
            if beta <= alpha:
                break

        return best

# Driver Code
if __name__ == "__main__":

    values = [10,9,14,18,5,4,50,3]
    print("The optimal value is :", minimax(0, 0, True, values, MIN, MAX))
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The optimal value is : 10
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