

```
1 import math
main.py player = "X"
3 opponent = "O"
4 def isMovesLeft(board):
5     for row in board:
6         if "_" in row:
7             return True
8     return False
9 def evaluate(b):
10     for i in range(3):
11         if b[i][0] == b[i][1] == b[i][2]:
12             if b[i][0] == player: return 10
13             if b[i][0] == opponent: return -10
14         if b[0][i] == b[1][i] == b[2][i]:
15             if b[0][i] == player: return 10
16             if b[0][i] == opponent: return -10
17     if b[0][0] == b[1][1] == b[2][2]:
```

Best Move: (1, 2)

=== Code Execution Successful ===

```
18     if b[0][0] == player: return 10
19     if b[0][0] == opponent: return -10
20     if b[0][2] == b[1][1] == b[2][0]:
21         if b[0][2] == player: return 10
22         if b[0][2] == opponent: return -10
23     return 0
24 def minimax(board, depth, isMax):
25     score = evaluate(board)
26     if score == 10: return score - depth
27     if score == -10: return score + depth
28     if not isMovesLeft(board): return 0
29     if isMax:
30         best = -math.inf
31         for i in range(3):
32             for j in range(3):
33                 if board[i][j] == "_":
34                     board[i][j] = player
```