

1)Input Position: xWWBxBxxxxxxxxWxBxWxx
Invocation: python MiniMaxOpening.py board1.txt board2.txt 4
Output:
Board Position: xWWBxBxxxxxxxxWxBxWxW
Positions evaluated by static estimation: 32376
MINIMAX estimate: 2

2)Input Position: xWWBxBxxxxxxxxWxBxWxx
Invocation: python ABOpening.py board1.txt board2.txt 4
Output:
Board Position: xWWBxBxxxxxxxxWxBxWxW
Positions evaluated by static estimation: 7479
Alpha-Beta estimate: 2

3)Input Position: xWWBxBxxxxxxxxWxBxWxx
Invocation:python MiniMaxGame.py board1.txt board2.txt 4
Output:
Board Position: WxWBxBxxxxxxxxWxBxWxx
Positions evaluated by static estimation: 95022
MINIMAX estimate: -45

4)Input Position:xWWBxBxxxxxxxxWxBxWxx
Invocation:python ABGame.py board1.txt board2.txt 4
Output:
Board Position: WxWBxBxxxxxxxxWxBxWxx
Positions evaluated by static estimation: 15024
Alpha-Beta estimate: -45

5)Input Position:xBBWxBxWxxWxWxWxBxWxx
Invocation:python MiniMaxGameBlack.py board3.txt board4.txt 2
Output:
Board Position: xBBWxxxWxBWxWxWxBxWxx
Positions evaluated by static estimation: 88
MINIMAX estimate: -2012

6)Input Position:xBBWxBxWxxWxWxWxBxWxx
Invocation:python MiniMaxOpeningBlack.py board3.txt board4.txt 2
Output:
Board Position: BBBWxBxWxxWxWxWxBxWxx
Positions evaluated by static estimation: 190
MINIMAX estimate: -3

7)Input Position: xxxxxWxxxxxxxxxxxxxx

Invocation:python MiniMaxOpeningImproved.py board1.txt MiniMaxImproved.txt 2

Output:Board Position: xxxxxWxWxxxxxxxxxxxxxx

Positions evaluated by static estimation: 380

MINIMAX estimate: 1002

8)Input Position:WWxxxxxxxxxxxxxxBxxB

Invocation:python MiniMaxOpeningImproved.py board3.txt MiniMaxImproved.txt 2

Output:

Board Position: WWxxxxxWxxxxxxxxBxxB

Positions evaluated by static estimation: 272

MINIMAX estimate: 0