

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

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

Input Position: xWWBxBxxxxxxxxWxBxWxx
Invocation:python MiniMaxGame.py board1.txt board2.txt 4
Output:
Board Position: WxWBxBxxxxxxxxWxBxWxx
Positions evaluated by static estimation: 2193
MINIMAX estimate: 955

Input Position:xWWBxBxxxxxxxxWxBxWxx
Invocation:python ABGame.py board1.txt board2.txt 4
Output:
Board Position: WxWBxBxxxxxxxxWxBxWxx
Positions evaluated by static estimation: 415
Alpha-Beta estimate: 955

Input Position:xBBWxBxWxxWxWxWxBxWxx
Invocation:python MiniMaxGameBlack.py board3.txt board4.txt 2
Output:Board Position: xBBWxxxWxBWxWxWxBxWxx
Positions evaluated by static estimation: 8
MINIMAX estimate: -2010

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

Input Position:xBBWxBxWxxWxWxWxBxWxx
Invocation: python MiniMaxGameBlack.py board3.txt board4.txt 4
Output:

Board Position: BxBWxBxWxxWxWxWxBxWxx
Positions evaluated by static estimation: 5559
MINIMAX estimate: -3009

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

Input Position:WWxxxxxxxxxxxxxxBxxB
Invocation:python MiniMaxOpeningImproved.py board3.txt MiniMaxImproved.txt 2
Output:
Board Position: WWxxxxxWxxxxxxxxxxBxxB
Positions evaluated by static estimation: 272
MINIMAX estimate: 0