

## Tic-tac-toe

At this exercise we want an AI assistant which can play Tic-tac-toe using **Minimax** with **Alpha-Beta Pruning** algorithm.

**Tic-tac-toe** or **Xs and Os** is a game for two players, *X* and *O*, who take turns marking the spaces in a 3×3 grid. The player who succeeds in placing three of their marks in a diagonal, horizontal, or vertical row is the winner.

Implement a program that you can play Tic-tac-toe with. Each time at your turn, you make a move(input of your program), and your program should make a proper move at its turn. Either one of you or none may win. Print the final result too.