Note:
1. Tutorial problems are provided to help you understand the materials discussed in the class, and to improve your skills in solving AI problems.
2. Tutorial problems will not be graded. However, you are highly encouraged to do them for your own learning. Moreover, we hope you get the satisfaction from solving the problems 😊
3. You'll get the best learning outcome when you try to solve these problems on your own first (before your tutorial session), and use your tutorial session to ask about the difficulties you face when trying to solve this problem set.

Tic-Tac-Toe. We've seen game tree and alpha-beta pruning for tic-tac-toe in class. Now, please make an agent that plays tic-tac-toe using game tree and alpha-beta pruning.