

testing minimax

Below are three possible test cases for minimax. For each of them, answer two questions: (1) Which legal moves are possible from the game state created? (2) If your minimax makes the right recommendation from this game state, how much confidence in the correctness of the code will you gain? Explain your answers.

```
sm = StrategyMinimax()
sm.suggest_move(SubtractSquareState('p1', current_total=9))
```

```
sm = StrategyMinimax()
sm.suggest_move(SubtractSquareState('p1', current_total=10))
```

```
sm = StrategyMinimax()
sm.suggest_move(SubtractSquareState('p1', current_total=11))
```