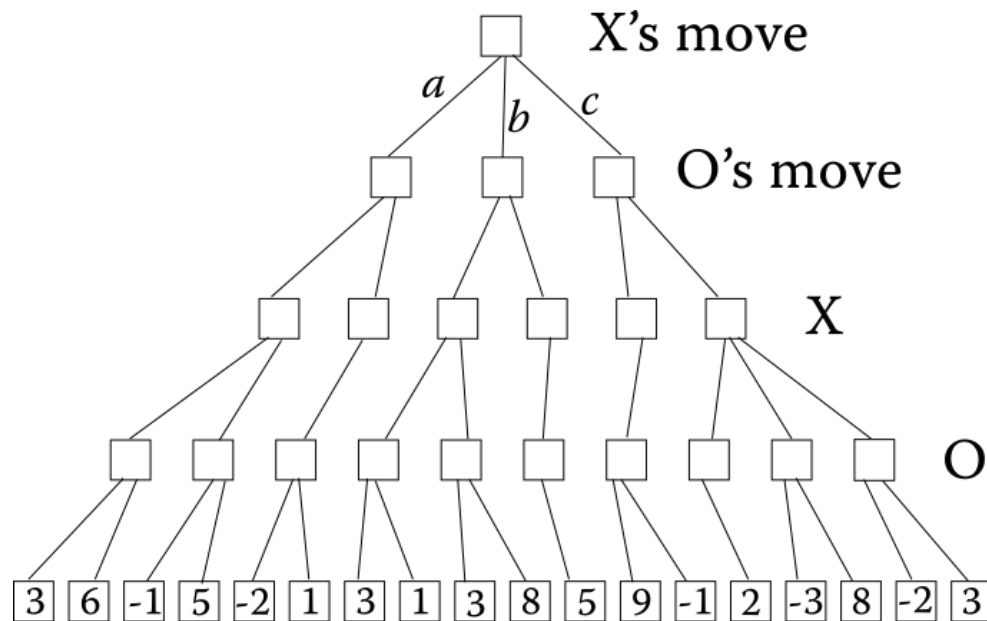


# Quiz 6

Mon Dec 12

- Below is a game tree in which player X is deciding which move to make: a, b, or c. The scores across the bottom are the relative value of that game state for player X. Use the *minimax* algorithm to propagate the scores and **determine the best move** for player X.



- Explain how presenting a photo ID in the physical world is an example of *two-factor authentication*.