1. Give a detailed example of two-factor authentication. What pieces of evidence are being used, and to which categories do they belong?

2. On the flip side of this paper is a game tree for some arbitrary two-player zero-sum game. The two players are called 'X' and 'O'. Player 'X' goes first and has three possible moves, labeled A, B, or C.

The scores in the leaves of the tree represent the value of that state for player X. (Large numbers are better for X, small numbers are better for O.) Using the Minimax algorithm, determine which is the best move for player X.