The questions are about the following adversarial search tree. State evaluation heuristic values for the max player are provided in the form of numbers following the letter labels of the states (e.g., A5 indicates that the heuristic value of state A for the max player is 5). The order in which successors are generated is from left to right. Example: A generates first B, then C, and finally D.

2. Which nodes, if any, get pruned by QSABDL(A,3,2,−∞,∞)? [3]
3. What is the Principal Variant (PV) found by QSABDL(A,3,2,−∞,∞)? [2]