• The purpose of challenge problems is to provide an opportunity to work on something interesting and optional. In particular, it helps address that some students in the class are “really interested in the field” while other students are “really unlikely to take another programming-languages course.”

• Challenge problems are designed to have little (but some) impact on your grade whether you do them or not.

Therefore:

• Expect a challenge problem to be “worth” much less than it should be based on its difficulty. For example, if a homework is graded out of 25 points, the challenge problem may be worth 1 point, allowing someone to get “26 out of 25.”

• You should not attempt a challenge problem until you have finished the rest of an assignment.

• Challenge problems may be less carefully specified and less carefully calibrated for how difficult/time-consuming they are.

You may think of challenge problems as “extra credit” except that credit for them is folded into the homework grades rather than tracked separately.