This week, you will be able to choose from 4 *paths*, each with its separate ‘reward’ and title.

***Over-achiever*** – will attempt to solo-solve both the *open-addressing* and *chaining* hash table problems. 0.5p to the final mark if he/she succeeds.

***Team-achiever*** – in a group of 2, team achievers will attempt to solve both the *open-addressing* and *chaining* hash table problems. 0.25p to the final mark if he succeeds.

***Loner*** – will attempt to solo-solve only one of the two hash table problems (whichever one he/she will choose). 0.1p to the final mark if he/she succeeds.

***Mandatory*** – in a group of 2, the mandatory achievement will be to solve one of the *open-addressing* and *chaining* hash table problems of choice. No extra points given.

* Of course, for the first 3 categories, grading will be done as well based on their progress.
* For team players: careful on work load-balance – every team member should work (approximately) just as much as the other!
* Once a *path* is chosen, it cannot be “un-chosen”
* Everyone will pick a path ***at the lab*** and not after!