Problem   1. Scramble your puzzle and solve it.

Problem   2. Is it possible to reverse the order of the puzzle?

Problem   3. Is every scramble solveable? If we took out each peice and randomly inserted them into the 4x4 grid, could we get back to the starting point every time?

Problem   4. Suppose two configurations are connected if you can get from one to another with a sequence of legal moves. How many different "compnents" are there, or configurations that cannot be connected?

Problem   5. Develop an ad-hoc algorithm to solve the puzzle.

Problem   6. If you add an edge from any two vertices, when does it allow you to complete a non-solveable puzzle?