* About 10 hours total.
* Exception handling in object oriented programming, as well as light usage of design patterns.
* The most difficult part was writing the report.
* Nothing I can think of.
* I would suggest either skipping design patterns completely or teaching them properly, making students implement design patterns into already developed code is in my eyes quite dangerous. It gives students the idea that these patterns concrete features to be directly implemented rather than general guidelines on how to solve problems you might encounter while developing software.