

Q1-USAGE	In my software development or teaching, this concept is...			
	0 = never or very seldom used, or not heard of			
	1 = used, but almost only in an informal, non-persistent way, e.g. in oral communication, emails, chats,			
	2 = used also persistently to some extent, e.g. repeatedly stored in wikis, documents, reports, models,			
Q2-MEANING	Do you interpret the word similar as in the suggested definition?			
	0 = no, I am used to a significantly different meaning of the word			
	1 = I don't know			
	2 = yes, I'm used to this or a similar meaning of the word			
TYPE	CONCEPT	APPROXIMATE MEANING(S) / DEFINITION	Q1-USAGE	Q2-MEANING
Entity	Actor	A human or machine that communicates with a system.		
Entity	App	A computer program, or group of programs designed for end users, normally with a graphical user interface. Short for application.		
Entity	Barrier	Something that makes it difficult to achieve a goal or a higher quality level.		
Entity	Breakpoint	A point of change. An important aspect of a (non-linear relation between quality and benefit.		
Entity	Class	An extensible template for creating objects. A set of objects with certain attributes in common. A category.		
Entity	Component	A composable part of a system. A reusable, interchangeable custom unit or functionality.		

Q1-USAGE

- 0 = no
- 1 = used, but only orally
- 2 = used, also in writing