* Methodology (key question - criteria)
* Organizations (functional, project-based, …) Vor- und Nachteile
* Software development activites
* Lifecycle models (Vor- und Nachteile)
* Light, Agile vs. Heavy (Rep. Seite 46)
* Usability categories
* Alle Typen dei vourkemmen kurz beschreiben nit dass men durcheinonder kimp
  + Petrovski 🡪 success in engineering is defined by its failures, failures are helpful
  + Popper 🡪 objective knowledge, no absolute truth falsification
  + Peter Principle 🡪 wrong person fills the wrong role
  + Dilbert’s Law 🡪 role exists only to minimize damage control
  + Parkinson’s Law 🡪 role swells unnecessarily, simply because it can (maximal Zeit wird ausgenutzt)
  + Brooks Law 🡪 adding people to a late project makes it even later
  + Caspers Jones 🡪 use of LOC metrics 🡪 malpractice
  + Conways Law 🡪 Kommunikation hat einen großen Einfluss auf produzierte Ergebnisse der Organisation
  + Murphy`s Law 🡪 Anything that can go wrong, will go wrong
* Difference between usability testing and heurist evaluation
* Nielsen’s 10 heuristics
* Revolutionary vs. evolutionary prototyping
* Low vs high fidelity prototypes?
* Configuration management roles (configuration manager, change control board member, …)
* Software configuration management activities
* Terminolgy: version
* Comparison of distributed vs centralized version control systems
* Change management activities and responsibilities
* Begriffe (Failure, error, …)
* Other questions (contracting)
* Types of testing
* Dependency diagrams (Berechnungen)
* Advantages of continuous integration
* Regression testing
* Communication patterns
* Vor- und Nachteile von Planning Poker
* Release Mangager
* Vor- und Nachteile continous delivery
* Maybe Abbildung 2 Seite 43
* Management Issues: Continuous Delivery
* Risk mitigation
* Seven deadly sins
* Types of antipattern
* Basic procedures (Rep. Seite 84)
* Project types 🡪 rep. Seite 86
* Challenges in global project management: Miscommunication is a major reason for failed projects, cost overruns, quality problems, project delays