

Casuality Principle, Non-contradiction Law, Logic (Induction, Deduction, Abduction), Scientific Method, Theorema (Hypothesis=>Thesis), Popper Falsifiability Principle, Reductio ad Absurdum, Block Diagram, Divide et Impera, Redundance, Pareto 80/20, Precautionary Principle (sustainability)

One minute Manager, SMART Goals, SWOT Analysis, Project Charter, Wbs/Sprint Backlog (Scrum), Test & Countercheck, 3 Things in Mind, Timeboxing

Sets, Numbers, Operations, Percentage, Order of Magnitude, Equation/Disequation/Proportion, Average, Gauss Curve, Law of Large Numbers, Probability Range [0,1] & Fuzzy Logic, Function & Derivative, Exponential function

Space/Time, Lever Principle, Flow Equation, Differential Equation: Linear/Nonlinear Systems and Linearization, Osservability-Reachability-Controllability, Equilibrium Point, Chaotic Systems (Butterfly Effect), Feedback Controller, Oscillator-Frequency-Resonance, Linear & Logistic models

Language as a derivation tree(Chomsky), def. Algorithm, Finite State Machine(Workflow) & Turing Machine, Church-Turing Thesis, Das Halting Problem, Teo. Bohm-Jacopini, Dijkstra Thesis (Test), Lev Manovich Principles

Data Structures: Variables, Array, Matrix, Object, List, List of Lists, Queue, HashMap, Tree, Graph, Index, Table, Ontology (Wordnet)

Algorithms: Deterministic/Indeterministic, Computable/Uncomputable, Iterative = Recursive, Search, Sorting, Binary Search, Max/Min, Pattern Matching(regex), Knapsack, Dijkstra, Genetic, Learning, NLP, Complexity

SW Modularization, Cohesion & Decoupling, Java & Object Oriented, Clean Code (SOLID OO Principles), Broken windows theory & Refactoring, SW Test (Repeatable& Exact => Correctness&Reliability), Don't Make me Think (Design&Usability Principles), Data Stream & Map Reduce (Cloud Computing), Edge Computing, Python&AI, Cellular Automata, Quantum Computing

Von Neumann Architecture, Operating System: Fetch/Execute cycle, Process, Scheduler, Dynamic Memory Allocation (Pointer/Garbage Collector), File System, Input/Output Manager, Cache

Electric Signal, Circuit & Ohm Laws, Complex numbers-Frequency-Fourier transform, Filters-Resonance, Transistor-Logic Ports-Flip Flop-Adder-Counter-ALU-RAM

Radio Wave & Electromagnetic Spectrum, Maxwell's equations, Model Impedance from Source to Receiver to transfer Maximum Power, Superheterodyne (Modem), Cellular Net

Internet, Protocols TCP/IP, UDP, SMTP, DNS, Client/Server, Peer to Peer, Asymmetric Cryptography, Blockchain, URL, HTTP, HTML, CSS, JS, ACID Transactionality, SQL, NoSql, Backup copy