What are the main components of the class, and how do they all fit together? i.e. techniques, research, and tools

What are some more examples of:
1. task vs scenario?
2. heuristic vs violation?

How should we approach heuristic evaluations under a time constraint, e.g. the midterm?

Where are some good places to start when designing or analyzing an interface?

What are the best practices among lo-fi, med-fi, and hi-fi prototyping?