

Defn_noun – Generate a definition for a noun, N.

- 1) If N is a basic level category.
 - a) Make a list of all superclasses and presumed superclasses of N.
 - b) Make a list of structural elements and presumed structural elements of N.
 - c) Make a list of all functions and presumed functions of N.
 - d) Make a list of all actions performed by N and all actions that are presumed to be performed by N.
 - e) Make a list of all properties and presumed properties of N.
 - f) Make a list of all known synonyms of N.
 - g) Make a list of all things that can possess an N.
 - h) Make a list of all things (X) that perform actions on N and the actions that are performed (Y).
 - i) Define N as its class inclusions, as the list of structural elements of N, the functions of N, the actions N performs, the things that can own an N, any known synonyms of N.
 - i) If N has some properties, then include them in the definition. If N does not have any properties, then include N's possible properties (which are the properties of individual N's) in the definitions.
 - ii) If N is a subclass of a basic level category (C), then include the fact that N is a kind of C in the definition.
 - iii) If the list generated in h) is not empty then include the fact that an N is something that an X can Y in the definition.
- 2) If N does not fall into any of the categories above.
 - a) Make a list of structural elements and presumed structural elements of N.
 - b) Make a list of all actions performed by N.
 - c) Make a list of all functions and presumed functions of N.
 - d) Make a list of all things (X) that perform actions on N and the actions that are performed (Y).
 - e) If some object in the class N has a proper name, no structure, functions, or actions, but the list generated in d) is not empty then define N as something that a X can Y, something that individual members of the class N are (e.g. "A cat is something that Pyewacket is"), the properties of individual N's and the things that can own an N.
 - f) If some object in the class N has a proper name, no structure or functions and the list of actions is not empty or the list generated in d) is not empty define N as something that individual members of the class N are (e.g. "A cat is something that Pyewacket is"), the actions of N, the properties of individual N's, and the things that can own an N.
 - g) If some object in the class N has a proper name, and either some structure or some functions then define N as something that individual members of the class N are (e.g. "A cat is something that Pyewacket is"), the structure of N, the functions of N, the actions performed by N, and the things that can own an N.
 - h) If some object of the class N exists (but does not have a proper name), N has no structure, no functions, and the list generated in d) is empty, then define N as something that individual members of the class N are (e.g. "A bird is something

that a robin is”), the actions performed by N, the things that can own an N, and the properties of individual N’s.

- i) If some object of the class N exists (but does not have a proper name), N has some structure or some functions or the list generated in d) is not empty then define N as its structure, functions, actions, the things that can own an N, and the properties of individual N’s.

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