
lexicographicResource

Represents a dictionary. A lexicographic resource is a dataset which can be used, viewed and read by humans as a dictionary and – simultaneously – ingested, processed and understood by software agents as a machine-readable database. Note that the correct name of this data type in DMLex is *lexicographic*, not *lexical*, resource.

Contents

- `id` (1..1) `<id>` An identifier of the lexicographic resource, unique among all lexicographic resources in the implementation. If the implementation contains only one lexicographic resource then `id` *may* be understood as implicit and *may* be left unimplemented.
- `title`: (0..1) `<string>` A human-readable title of the lexicographic resource.
- `uri`: (0..1) `<uri>` The URI of the lexicographic resource, identifying it on the Web.
- `language`: (1..1) `<langCode>` The language that this lexicographic resource describes.
- `entry`: (0..n)
- `tag`: (0..n)

Comments

- `language` identifies the language of headwords, definitions and examples in this dictionary. DMLex is based on the assumption that all headwords in a lexicographic resource are in the same language, and that definitions and examples, if any occur in the lexicographic resource, are in that language too. The `language` child object of `lexicographicResource` informs potential users of the lexicographic resource which language that is.
- The main role of a lexicographic resource is to contain entries (`entry` objects). The other object type that can optionally occur inside a `lexicographicResource`, `tag`, is for lists of look-up values such as part-of-speech labels.

Example 1. XML

```
<lexicographicResource id="..." uri="..." language="...">
  <title>...</title>
  <entry.../>
  <tag.../>
</lexicographicResource>
```

Example 2. JSON

```
{
  "id": "...",
  "title": "...",
  "language": "...",
  "entries": [...],
  "tags": [...]
}
```

Example 3. SQL

```
create table lexicographicResources (  
    id int primary key,  
    title varchar(255),  
    language varchar(10)  
)
```