# test

\pos vtest \_{tense}

ka = vtest go

\inflect vtest n = tense PRES

so = vtest eat

\inflect vtest k = tense PAST

mi = vtest speak

# Examplish Lexicon

# noun

\pos n \_{number}{case}

\inflect n \null = number SG

\inflect n i = number DL

\inflect n ail = number PL

\inflect n \null = case ABS

\inflect n en = case ERG

\inflect n ak = case OBL

# quantity/mass noun

\pos nq \_{case}

\inflect nq \null = case ABS

\inflect nq en = case ERG

\inflect nq ak = case OBL

# later would be nice to be able to tell it to use the same case endings from noun POS

# verb

\pos v {negation}\_{tense}{person}{number}

\inflect v \null = negation POS

\inflect v ra = negation NEG

\inflect v \null = tense PRES

\inflect v ta = tense PAST

\inflect v ina = tense FUT

\inflect v ku = person 1

\inflect v su = person 2

\inflect v \null = person 3

\inflect v \null = number SG

\inflect v n = number PL

# preposition type A, uninflectable

\pos pa \_

# preposition type B, inflectable for number of object and motion

\pos pb {motion}\_{number}

\inflect pb \null = motion STATIC

\inflect pb sa = motion MOVING

\inflect pb n = number SG

\inflect pb ni = number DL

\inflect pb il = number PL

koh = *n* dog

tom = *n* person

asur = *n* fish

puram = *n* house

mit = *n* hand

ul = *nq* fire

nir = *nq* water

kal = *n* storm

lahas = *n* mountain

alat = *nq* ground

eril = *n* river

erek = *n* lake

iliandir = *n* animal

pahal = *nq* wood

ettel = *nq* salt

risam = *nq* metal

tamas = *nq* sand

issol = *n* leaf

maruk = *n* knife

koratin = *n* nut

sertem = *n* tool

mak = *v* eat

lam = *v* see

kor = *v* chase

teris = *pa* above

kupur = *pa* under

le = *pb* g:in in, inside

mo = *pb* g:out out, outside, out of

# test ability to add inflections after the fact

\inflect n akin = number PCL

ja = n boat

\inflect v eme = negation MAYBE

taril = v jump

# # should throw error if you try to inflect or instantiate an undefined POS

# \inflect nx morphx = featurex valx

# xxx = nx thing

# \pos nx \_{featurex}

# # the morph "morphx" and the lexeme "xxx" should not have been added even though the POS "nx" was eventually defined

# \inflect nx morph2x = featurex val2x

# x2x = nx thing2