|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Scenario  Number | Code | Lowercase Conversion Off (0) / Lowercase Conversion On (1) | Punctuation Removal Off (0) / Punctuation Removal On (1) (Punctuation: Alphanumeric Charachters, Numbers, Punctuations, Emoticons) | Stemming Off (0) / Stemming On (1) | Stopwords Removal Off (0) / Stopwords Removal On (1) |
| 1 | 0000 | 0 | 0 | 0 | 0 |
| 2 | 0001 | 0 | 0 | 0 | 1 |
| 3 | 0010 | 0 | 0 | 1 | 0 |
| 4 | 0011 | 0 | 0 | 1 | 1 |
| 5 | 0100 | 0 | 1 | 0 | 0 |
| 6 | 0101 | 0 | 1 | 0 | 1 |
| 7 | 0110 | 0 | 1 | 1 | 0 |
| 8 | 0111 | 0 | 1 | 1 | 1 |
| 9 | 1000 | 1 | 0 | 0 | 0 |
| 10 | 1001 | 1 | 0 | 0 | 1 |
| 11 | 1010 | 1 | 0 | 1 | 0 |
| 12 | 1011 | 1 | 0 | 1 | 1 |
| 13 | 1100 | 1 | 1 | 0 | 0 |
| 14 | 1101 | 1 | 1 | 0 | 1 |
| 15 | 1110 | 1 | 1 | 1 | 0 |
| 16 | 1111 | 1 | 1 | 1 | 1 |

**Table 1. Coding of preprocessing methods.**