-	0		•	2			d loaded data	-	o	0	10	11
	the parts involved eprocessed = [['concept',	w = condition of being morally	w = abstract concept that refers to what is right eprocessed = [['abstract', 'NN'], ['concept', 'NN'], ['refers', 'VBZ'], ['right', 'JJ']]	w = moral principle determining what is right eprocessed = [['moral', 'JJ'], ['principle', 'NN'],	w = entity that allows compliance with the rules eprocessed = [['entity', 'NN'], ['allows', 'VBZ'], ['compliance', 'NN'], ['rule', 'NNS']]	w = abstract concept based on the idea of legal fairness, a front of a code of laws shared by a community eprocessed = [['abstract', 'NN'], ['concept', 'NN'], ['legal', 'JJ'], ['fairness', 'NN'], ['front', 'NN'], ['front', 'NN'], ['law', 'NN'], ['law', 'NNS'], ['shared', 'VBN'], ['community', 'NN']]	['people', 'NNS'], ['right', 'NNS'], ['Usually', 'RB'], ['administrated',	w = being right and just eprocessed = [['right', 'JJ']]	w = the quality of being fair and reasonable eprocessed = [['quality', 'NN'], ['fair', 'JJ'], ['reasonable', 'JJ']]	w = when most of points of view agree with eprocessed = [['point', 'NNS'], ['view', 'NN'], ['agree', 'VBP']]	laws eprocessed = [['idea', 'NN'], ['fair', 'JJ'], ['application',	people rights eprocessed =
1	period of time	w = capacity to tolerate	'JJ'], ['fact', 'NNS']]	w = ability to tolerate stress over a period of time eprocessed = [['ability', 'NN'], ['tolerate', 'VB'], ['stress', 'NN'], ['period', 'NN'], ['time', 'NN']]	w = ability to be quiet or tolerate problems eprocessed = [['ability', 'NN'], ['quiet', 'JJ'], ['tolerate', 'VB'], ['problem', 'NNS']]	['opposed',	w = To be able to suppress angriness or to be able to mantain tranquility in hard situations eprocessed = [['To', 'TO'], ['able', 'JJ'], ['suppress', 'VB'], ['angriness', 'NN'], ['able', 'JJ'], ['mantain', 'VB'], ['tranquility', 'NN'], ['hard', 'JJ'], ['situation', 'NNS']]	w = the ability to be quiet and tolerant eprocessed = [['ability', 'NN'], ['quiet', 'JJ'], ['tolerant', 'JJ']]	capacity to accept or tolerate delay, problems, or suffering without becoming annoyed or anxious eprocessed = [['capacity', 'NN'], ['accept', 'VB'], ['tolerate', 'VB'], ['tolerate', 'NNS'], ['problem', 'NNS'], ['problem', 'NNS'], ['suffering', 'VBG'], ['without', 'IN'], ['becoming', 'VBG'], ['annoyed', 'VBD'], ['anxious', 'JJ']]	w = ability to make everything with calm eprocessed = [['ability', 'NN'],	w = propension to have low reactivity to events eprocessed = [['propension', 'NN'], ['low', 'JJ'], ['reactivity', 'NN'], ['event', 'NNS']]	w = ability to wait or to continue doing something despite difficulties eprocessed = [['ability', 'NN'], ['wait', 'VB'], ['continue', 'VB'], ['something', 'NN'], ['despite', 'IN'], ['difficulty', 'NNS']]
2	w = quality of a person that is attached to money and tends to accumulate it eprocessed = [['quality', 'NN'], ['person', 'NN'], ['attached', 'VBN'], ['money', 'NN'], ['tends', 'VBZ'], ['accumulate', 'VB']]	w = excessive	w = typical attitude of non generosity; behavior of not sharing anything with anyone eprocessed = [['typical', 'JJ'], ['attitude', 'NN'], ['non', 'JJ'], ['generosity', 'NN'], ['behavior', 'NN'], ['sharing', 'VBG'], ['anything', 'NN'], ['anyone', 'NN']]	acquire or possess more than needed eprocessed = [['intense',	w = attachment to money eprocessed = [['attachment', 'NN'], ['money', 'NN']]	w = typical to those why do not want to share object or money eprocessed = [['typical', 'JJ'], ['want', 'VB'], ['share', 'NN'], ['object', 'NN'], ['money', 'NN']]	w = To not desire to spend money in non useful things eprocessed = [['To', 'TO'], ['desire', 'VB'], ['spend', 'VB'], ['money', 'NN'], ['non', 'JJ'], ['useful', 'JJ'], ['thing', 'NNS']]	'NN'], ['money',	w = excessive or insatiable desire for wealth or gain eprocessed = [['excessive', 'JJ'], ['insatiable', 'JJ'], ['desire', 'NN'], ['wealth', 'NN'], ['gain', 'NN']]	be generous towards the others and himself eprocessed = [['impossibility', 'NN'], ['generous',	['increase',	w = very strong wish to continuously get more of something eprocessed = [['strong', 'JJ'], ['wish', 'NN'], ['continuously', 'VB'], ['get', 'VB'], ['something', 'NN']]
3	w = the discipline that regulates territorial rules eprocessed = [['discipline', 'NN'], ['regulates', 'VBZ'], ['territorial', 'JJ'], ['rule', 'NNS']]	w = activities associated with coverce of an area eprocessed = [['activity', 'NNS'], ['associated', 'VBN'],	['concept', 'NN'], ['goverce',	governing an entity and its affairs eprocessed = [['activity', 'NN'], ['governing', 'VBG'],	w = entity based on sets of principles that guide a community eprocessed = [['entity', 'NN'], ['based', 'VBN'], ['set', 'NNS'], ['principle', 'NNS'], ['guide', 'VBP'], ['community', 'NN']]	['good',	[['To', 'TO'], ['able', 'JJ'], ['reach', 'VB'], ['common', 'JJ'], ['objective',	w = the science or art of political government eprocessed = [['science', 'NN'], ['art', 'NN'], ['political', 'JJ'], ['government', 'NN']]	w = the activities associated with the goverce of a country or area, especially the debate between parties having power eprocessed = [['activity', 'NNS'], ['associated', 'VBN'], ['goverce', 'NN'], ['country', 'NN'], ['country', 'NN'], ['hn'], ['especially', 'RB'], ['debate', 'NN'], ['party', 'NNS'], ['power', 'NNS'], ['power', 'NN']] w = any nutritious	amministrate a state eprocessed = [['organization', 'NN'], ['aimed', 'VBN'], ['amministrate', 'VB'], ['state', 'NN']]	[['sience', 'NN'], ['ensuring', 'VBG'], ['cohesion',	w = activities of the government or people who try to influence the way a country is governed eprocessed = [['activity', 'NNS'], ['government', 'NN'], ['people', 'NNS'], ['try', 'VBP'], ['influence', 'VBP'], ['way', 'NN'], ['country', 'NN'], ['governed', 'VBN']]
4	w = something edible eprocessed = [['something', 'NN'], ['edible', 'JJ']]	w = subtance that animals eat	w = thing needed to sustain a human being or an animal eprocessed = [['thing', 'NN'], ['needed', 'VBN'], ['sustain', 'VB'], ['human', 'JJ'], ['animal', 'NN']]	w = material used by organisms for maintaining the life processes eprocessed = [['material', 'NN'], ['used', 'VBN'], ['organism', 'NNS'], ['maintaining', 'VBG'], ['life', 'NN'], ['process', 'NNS']]	w = one or more edible objects eprocessed = [['one', 'CD'], ['edible', 'JJ'], ['object', 'NNS']]	w = edible substances by humans or animals eprocessed = [['edible', 'JJ'], ['substance', 'NNS'], ['human', 'NNS'], ['animal', 'NNS']]	a living thing without dying eprocessed = [['What', 'WP'],	w = something edible eprocessed = [['something', 'NN'], ['edible', 'JJ']]	substance that people or animals eat or drink or that plants absorb in order to maintain life and growth eprocessed = [['nutritious', 'JJ'], ['substance', 'NN'], ['people', 'NNS'], ['animal', 'VBP'], ['drink', 'VBP'], ['drink', 'VBP'], ['plant', 'NNS'], ['absorb', 'RB'], ['order', 'NN'], ['maintain', 'VB'], ['life', 'NN'], ['growth', 'NN']]	w = sostance needed to feed a living being eprocessed = [['sostance', 'NN'], ['needed', 'VBD'], ['feed', 'VB'], ['living', 'NN']]	w = item that a living organism can transform into energy to perform its vital functions eprocessed = [['item', 'NN'], ['living', 'NN'], ['organism', 'NN'], ['transform', 'VB'], ['energy', 'NN'], ['perform', 'VB'], ['vital', 'JJ'], ['function', 'NNS']]	plants absorb
	eprocessed = [['item', 'NN'], ['emits' 'VRZ']	w = thing that radiated head eprocessed = [['thing', 'NN'], ['radiated',	in a room eprocessed =	'VB'], ['heat', 'NN']]	w = heat diffusion object eprocessed = [['heat', 'NN'], ['diffusion', 'NN'], ['object', 'NN']]	w = objact that emanathes hot air eprocessed = [['objact', 'NN'], ['emanathes', 'VBZ'], ['hot', 'JJ'], ['air', 'NN']]	w = Object that issues heat usually in homes or familiar places eprocessed = [['Object', 'NN'], ['issue', 'NNS'], ['heat', 'VBP'], ['usually', 'RB'], ['home', 'NNS'], ['familiar', 'JJ'], ['place', 'NNS']] w = Object that	w = metal object that contains hot water eprocessed = [['metal', 'NN'], ['object', 'NN'], ['contains', 'VBZ'], ['hot', 'JJ'], ['water', 'NN']]	w = equipment or devices used to provide heat, especially to a building eprocessed = [['equipment', 'NN'], ['device', 'NNS'], ['used', 'VBN'], ['provide', 'VB'], ['heat', 'NN'], ['especially', 'RB'], ['building', 'NN']]	hot water or gas	w = item of furniture to increase the temperature of a room eprocessed = [['item', 'NN'], ['furniture', 'NN'], ['increase',	[['container', 'NN'], ['filled', 'VBN'], ['water', 'NN'], ['sends', 'VBZ'], ['heat', 'NN'], ['often', 'RB'], ['part', 'NN'], ['heating', 'NN'], ['system', 'NN']]
	eprocessed = [['rideable', 'JJ'], ['mean', 'NN'],	goods eprocessed = [['thing',	'NN'], ['provides',	[['artifact', 'JJ'], ['create', 'NN'],		between places eprocessed = [['object', 'NNS'], ['used',	has some common parts, such as wheels and engine that is able to transport people or objects from some point to another eprocessed =	w = a moving object, with wheels or similar, that carries people eprocessed = [['moving', 'VBG'], ['object', 'NN'], ['wheel', 'NNS'], ['similar', 'JJ'], ['carry', 'VBZ'], ['people', 'NNS']]	especially on land, such as a car, lorry, or cart eprocessed = [['thing', 'NN'], ['used', 'VBN'], ['transporting', 'VBG'], ['people',	another eprocessed = [['stell', 'NN'], ['structure', 'NN'], ['four', 'CD'], ['wheel', 'NNS'], ['used', 'VBN'], ['human', 'JJ'], ['move', 'VB'], ['one', 'CD'], ['point', 'NN'], ['another', 'DT']]	w = moving object that facilitates transportation eprocessed = [['moving', 'VBG'], ['object', 'NN'], ['facilitates', 'VBZ'], ['transportation', 'NN']]	w = machine usually with wheels and engine, used for transporting people or goods on land, especially on roads eprocessed = [['machine', 'NN'], ['usually', 'RB'], ['wheel', 'NNS'], ['engine', 'NNS'], ['transporting', 'VBD'], ['transporting', 'VBG'], ['people', 'NNS'], ['land', 'NNS'], ['land', 'NNS'], ['land', 'NNS'], ['road', 'NNS']]
	w = item used to connect artificial parts together eprocessed = [['item', 'NN'], ['used', 'VBN'], ['connect', 'VB'], ['artificial', 'JJ'], ['part', 'NNS'], ['together', 'RB']]	w = metal pin with raised helical thread running around it eprocessed = [['metal', 'NN'], ['pin', 'NN'], ['raised', 'JJ'], ['thelical', 'JJ'], ['thread', 'NN'], ['running', 'VBG'], ['around', 'IN']]	w = little metal object which can be inserted in a support eprocessed = [['little', 'JJ'], ['metal', 'NN'], ['object', 'NN'], ['inserted', 'VBN'], ['support', 'NN']]	eprocessed = [['metal', 'NN'], ['object', 'NN'], ['threaded', 'VBD'], ['used',	w = metal object used to fix componible elements eprocessed = [['metal', 'NN'], ['object', 'NN'], ['used', 'VBN'], ['fix', 'VB'], ['componible', 'JJ'], ['element', 'NNS']]	look and join other components eprocessed =	w = Object useful to fix other objects on some surfaces, for example a painting on the wall eprocessed = [['Object', 'NNP'], ['useful', 'JJ'], ['fix', 'VB'], ['fix', 'VB'], ['surface', 'NNS'], ['surface', 'NNS'],	spiral used to put things together	['slender', 'JJ'], ['sharp- pointed', 'JJ'], ['metal', 'NN'], ['pin', 'NN'], ['raised', 'JJ'], ['helical', 'JJ'], ['thread', 'NN'], ['running', 'VBG'], ['around',	w = structural element needed to fix two parts eprocessed = [['structural', 'JJ'], ['element', 'NN'], ['needed', 'VBN'], ['fix', 'VB'], ['two', 'CD'], ['part', 'NNS']]	eprocessed = [['long', 'RB'], ['thin', 'JJ'], ['pointy', 'NN'],	w = thin, pointed piece of metal with a raised edge twisting round along its length and a flat top with a cut in it, used to join things together eprocessed = [['thin', 'JJ'], ['pointed', 'VBD'], ['piece', 'NN'], ['raised', 'VBN'], ['edge', 'NN'], ['twisting', 'VBG'], ['round', 'NN'], ['along', 'IN'], ['length', 'NN'], ['flat', 'JJ'], ['top', 'NN'], ['cut', 'NN'], ['used', 'VBD'], ['boin', 'VB'], ['thing', 'NNS'], ['together', 'RB']]