

Preprocessed loaded data											
0	1	2	3	4	5	6	7	8	9	10	11
<p>w = the concept of fairness, equality for all the parts involved eprocessed = [[concept', 'NN'], [fairness', 'NN'], [equality', 'NN'], [part', 'NNS'], [involved', 'VBD']]</p>	<p>w = condition of being morally correct eprocessed = [[condition', 'NN'], [morally', 'RB'], [correct', 'VBP']]</p>	<p>w = abstract concept that refers to what is right eprocessed = [[abstract', 'NN'], [concept', 'NN'], [refers', 'VBZ'], [right', 'JJ']]</p>	<p>w = moral principle determining what is right eprocessed = [[moral', 'JJ'], [principle', 'NN'], [determining', 'VBG'], [right', 'JJ']]</p>	<p>w = entity that allows compliance with the rules eprocessed = [[entity', 'NN'], [allows', 'VBZ'], [compliance', 'NN'], [rule', 'NNS']]</p>	<p>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'], [based', 'VBN'], [idea', 'NN'], [legal', 'JJ'], [fairness', 'NN'], [front', 'NN'], [code', 'NN'], [law', 'NNS'], [shared', 'VBN'], [community', 'NN']]</p>	<p>w = To respect other people and their rights. Usually administrated in public courts eprocessed = [[To', 'TO'], [respect', 'VB'], [people', 'NNS'], [right', 'NNS'], [Usually', 'RB'], [administrated', 'VBN'], [code', 'NN'], [public', 'JJ'], [court', 'NNS']]</p>	<p>w = being right and just eprocessed = [[right', 'JJ']]</p>	<p>w = the quality of being fair and reasonable eprocessed = [[quality', 'NN'], [fair', 'JJ'], [reasonable', 'JJ']]</p>	<p>w = when most of points of view agree with eprocessed = [[point', 'NNS'], [view', 'NN'], [agree', 'VBP']]</p>	<p>w = idea of fair application of laws eprocessed = [[idea', 'NN'], [fair', 'JJ'], [application', 'NN'], [law', 'NNS']]</p>	<p>w = recognition and respect of people rights eprocessed = [[recognition', 'NN'], [respect', 'NN'], [people', 'NNS'], [right', 'NNS']]</p>
<p>w = the quality of being able to wait for a long period of time eprocessed = [[quality', 'NN'], [able', 'JJ'], [wait', 'VB'], [long', 'JJ'], [period', 'NN'], [time', 'NN']]</p>	<p>w = capacity to tolerate problems eprocessed = [[capacity', 'NN'], [tolerate', 'VB'], [problem', 'NNS']]</p>	<p>w = behavior of people inclined to bear unpleasant facts eprocessed = [[behavior', 'NN'], [people', 'NNS'], [inclined', 'VBN'], [bear', 'VB'], [unpleasant', 'JJ'], [fact', 'NNS']]</p>	<p>w = ability to tolerate stress over a period of time eprocessed = [[ability', 'NN'], [tolerate', 'VB'], [stress', 'NN'], [period', 'NN'], [time', 'NN']]</p>	<p>w = ability to be quiet or tolerate problems eprocessed = [[ability', 'NN'], [quiet', 'JJ'], [tolerate', 'VB'], [problem', 'NNS']]</p>	<p>w = feeling opposed to anger eprocessed = [[feeling', 'VBG'], [opposed', 'VBN'], [anger', 'VB']]</p>	<p>w = To be able to suppress anger or to be able to maintain tranquility in hard situations eprocessed = [[To', 'TO'], [able', 'JJ'], [suppress', 'VB'], [anger', 'NN'], [able', 'JJ'], [maintain', 'VB'], [tranquility', 'NN'], [hard', 'JJ'], [situation', 'NNS']]</p>	<p>w = the ability to be quiet and tolerant eprocessed = [[ability', 'NN'], [quiet', 'JJ'], [tolerant', 'JJ']]</p>	<p>w = the capacity to accept or tolerate delay, problems, or suffering without becoming annoyed or anxious eprocessed = [[capacity', 'NN'], [accept', 'VB'], [tolerate', 'VB'], [delay', 'NN'], [problem', 'NNS'], [suffering', 'VBG'], [without', 'IN'], [becoming', 'VBG'], [annoyed', 'VBD'], [anxious', 'JJ']]</p>	<p>w = ability to make everything with calm eprocessed = [[ability', 'NN'], [make', 'VB'], [everything', 'NN'], [calm', 'JJ']]</p>	<p>w = propension to have low reactivity to events eprocessed = [[propension', 'NN'], [low', 'JJ'], [reactivity', 'NN'], [event', 'NNS']]</p>	<p>w = ability to wait or to continue doing something despite difficulties eprocessed = [[ability', 'NN'], [wait', 'VB'], [continue', 'VB'], [something', 'NN'], [despite', 'IN'], [difficulty', 'NNS']]</p>
<p>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']]</p>	<p>w = excessive desire for something eprocessed = [[excessive', 'JJ'], [desire', 'NN'], [something', 'NN']]</p>	<p>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']]</p>	<p>w = intense desire to acquire or possess more than needed eprocessed = [[intense', 'JJ'], [desire', 'NN'], [acquire', 'VB'], [posse', 'VBN']]</p>	<p>w = attachment to money eprocessed = [[attachment', 'NN'], [money', 'NN']]</p>	<p>w = typical to those why do not want to share object or money eprocessed = [[typical', 'JJ'], [want', 'VB'], [share', 'NN'], [object', 'NN'], [money', 'NN']]</p>	<p>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']]</p>	<p>w = strong desire and attachment to money eprocessed = [[strong', 'JJ'], [desire', 'NN'], [attachment', 'NN'], [money', 'NN']]</p>	<p>w = excessive or insatiable desire for wealth or gain eprocessed = [[excessive', 'JJ'], [insatiable', 'JJ'], [desire', 'NN'], [wealth', 'NN'], [gain', 'NN']]</p>	<p>w = impossibility to be generous towards the others and himself eprocessed = [[impossibility', 'NN'], [generous', 'JJ'], [towards', 'NNS'], [others', 'NNS']]</p>	<p>w = obsession of needing to increase one's possession eprocessed = [[obsession', 'NN'], [needing', 'VBG'], [increase', 'VB'], [one', 'CD'], [s', 'POS'], [possession', 'NN']]</p>	<p>w = very strong wish to continuously get more of something eprocessed = [[strong', 'JJ'], [wish', 'NN'], [continuously', 'VB'], [get', 'VB'], [something', 'NN']]</p>

0	1	2	3	4	5	6	7	8	9	10	11	
3	w = the discipline that regulates territorial rules eprocessed = [['discipline', 'NN'], ['regulates', 'VBZ'], ['territorial', 'JJ'], ['rule', 'NN'], ['NNS']]	w = activities associated with coverce of an area eprocessed = [['activity', 'NNS'], ['associated', 'VBN'], ['coverce', 'NN'], ['area', 'NN'], ['NN']]	w = abstract concept of goverce inside a social context eprocessed = [['abstract', 'JJ'], ['concept', 'NN'], ['goverce', 'NN'], ['inside', 'IN'], ['social', 'JJ'], ['context', 'NN'], ['NN']]	w = the activity of governing an entity and its affairs eprocessed = [['activity', 'NN'], ['governing', 'VBG'], ['entity', 'NN'], ['affair', 'NNS']]	w = entity based on sets of principles that guide a community eprocessed = [['entity', 'NN'], ['based', 'VBN'], ['set', 'NNS'], ['principle', 'NNS'], ['guide', 'VBP'], ['community', 'NN']]	w = activities for the good of the state eprocessed = [['activity', 'NNS'], ['good', 'NN'], ['state', 'NN'], ['NN']]	w = To be able to reach common objectives and ideas according to the voters and/or a particular population eprocessed = [['To', 'TO'], ['able', 'JJ'], ['reach', 'VB'], ['common', 'JJ'], ['objective', 'NNS'], ['idea', 'NNS'], ['according', 'VBG'], ['voter', 'NNS'], ['and/or', 'VBP'], ['particular', 'JJ'], ['population', 'NN']]	w = the science or art of political government eprocessed = [['science', 'NN'], ['art', 'NN'], ['political', 'JJ'], ['government', 'NN'], ['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'], ['area', 'NN'], ['especially', 'RB'], ['debate', 'NN'], ['party', 'NNS'], ['power', 'NN'], ['NN']]	w = organization aimed to amministrate a state eprocessed = [['organization', 'NN'], ['aimed', 'VBN'], ['amministrate', 'VB'], ['state', 'NN'], ['NN']]	w = sience of ensuring cohesion of a population eprocessed = [['sience', 'NN'], ['ensuring', 'VBG'], ['cohesion', 'NN'], ['population', 'NN'], ['NN']]	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', 'VB'], ['way', 'NN'], ['country', 'NN'], ['governed', 'VBN'], ['NN']]
4	w = something edible eprocessed = [['something', 'NN'], ['edible', 'JJ']]	w = substance that animals eat eprocessed = [['substance', 'NN'], ['animal', 'NNS'], ['eat', 'VBP'], ['NN']]	w = thing needed to sustain a human being or an animal eprocessed = [['thing', 'NN'], ['needed', 'VBN'], ['sustain', 'VB'], ['human', 'JJ'], ['animal', 'NN'], ['NN']]	w = material used by organisms for maintaining the life processes eprocessed = [['material', 'NN'], ['used', 'VBN'], ['organism', 'NNS'], ['maintaining', 'VBG'], ['life', 'NN'], ['process', 'NNS'], ['NN']]	w = one or more edible objects eprocessed = [['one', 'CD'], ['edible', 'JJ'], ['object', 'NNS'], ['NN']]	w = edible substances by humans or animals eprocessed = [['edible', 'JJ'], ['substance', 'NNS'], ['human', 'NNS'], ['animal', 'NNS'], ['NN']]	w = What it can be eaten by a living thing without dying eprocessed = [['What', 'WP'], ['eaten', 'VBN'], ['living', 'JJ'], ['thing', 'NN'], ['without', 'IN'], ['dying', 'VBG'], ['NN']]	w = something edible eprocessed = [['something', 'NN'], ['edible', 'JJ']]	w = any nutritious 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', 'NNS'], ['eat', 'VBP'], ['drink', 'VBP'], ['plant', 'NNS'], ['absorb', 'RB'], ['order', 'NN'], ['maintain', 'VB'], ['life', 'NN'], ['growth', 'NN'], ['NN']]	w = sostance needed to feed a living being eprocessed = [['sostance', 'NN'], ['needed', 'VBD'], ['feed', 'VB'], ['living', 'NN'], ['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'], ['NN']]	w = something that people and animals eat or plants absorb to keep them alive eprocessed = [['something', 'NN'], ['people', 'NNS'], ['animal', 'NNS'], ['eat', 'VBP'], ['plant', 'NNS'], ['absorb', 'VB'], ['keep', 'VB'], ['alive', 'JJ'], ['NN']]
5	w = item that emits warmth eprocessed = [['item', 'NN'], ['emits', 'VBZ'], ['warmth', 'NN'], ['NN']]	w = thing that radiated head eprocessed = [['thing', 'NN'], ['radiated', 'VBD'], ['head', 'NN'], ['NN']]	w = object used to heat and raise temperature in a room eprocessed = [['object', 'NN'], ['used', 'VBN'], ['heat', 'VB'], ['raise', 'VB'], ['temperature', 'NN'], ['room', 'NN'], ['NN']]	w = something that can produce heat eprocessed = [['something', 'NN'], ['produce', 'VB'], ['heat', 'NN'], ['NN']]	w = heat diffusion object eprocessed = [['heat', 'NN'], ['diffusion', 'NN'], ['object', 'NN'], ['NN']]	w = object that emanathes hot air eprocessed = [['object', 'NN'], ['emanathes', 'VBZ'], ['hot', 'JJ'], ['air', 'NN'], ['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'], ['NN']]	w = metal object that contains hot water eprocessed = [['metal', 'NN'], ['object', 'NN'], ['contains', 'VBZ'], ['hot', 'JJ'], ['water', 'NN'], ['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'], ['NN']]	w = comoponent used to warm an ambient, whicch can be supplied with hot water or gas eprocessed = [['comoponent', 'NN'], ['used', 'VBN'], ['warm', 'VB'], ['ambient', 'NN'], ['whicch', 'WP'], ['supplied', 'VBN'], ['hot', 'JJ'], ['water', 'NN'], ['gas', 'NN'], ['NN']]	w = item of furniture to increase the temperature of a room eprocessed = [['item', 'NN'], ['furniture', 'NN'], ['increase', 'VB'], ['temperature', 'NN'], ['room', 'NN'], ['NN']]	w = container filled with water, that sends out heat, often as part of heating system eprocessed = [['container', 'NN'], ['filled', 'VBN'], ['water', 'NN'], ['sends', 'VBZ'], ['heat', 'NN'], ['often', 'RB'], ['part', 'NN'], ['heating', 'NN'], ['system', 'NN'], ['NN']]

0	1	2	3	4	5	6	7	8	9	10	11	
6	<p>w = rideable mean of transportation eprocessed = [['rideable', 'JJ'], ['mean', 'NN'], ['transportation', 'NN']]</p>	<p>w = thing used for transporting people or goods eprocessed = [['thing', 'NN'], ['used', 'VBN'], ['transporting', 'VBG'], ['people', 'NNS'], ['good', 'NNS']]</p>	<p>w = thing that provides a way to transport other things or people eprocessed = [['thing', 'NN'], ['provides', 'VBZ'], ['way', 'NN'], ['transport', 'VB'], ['thing', 'NNS'], ['people', 'NNS']]</p>	<p>w = an artifact create to move things in space eprocessed = [['artifact', 'NN'], ['create', 'NN'], ['move', 'VB'], ['thing', 'NNS'], ['space', 'NN']]</p>	<p>w = object used as transportation eprocessed = [['object', 'NN'], ['used', 'VBN'], ['transportation', 'NN']]</p>	<p>w = objects used to move between places eprocessed = [['object', 'NNS'], ['used', 'VBN'], ['move', 'VB'], ['place', 'NNS']]</p>	<p>w = Object that has some common parts, such as wheels and engine that is able to transport people or objects from some point to another eprocessed = [['Object', 'NN'], ['common', 'JJ'], ['part', 'NNS'], ['wheel', 'NNS'], ['engine', 'NN'], ['able', 'JJ'], ['transport', 'VB'], ['people', 'NNS'], ['object', 'NNS'], ['point', 'NN'], ['another', 'DT']]</p>	<p>w = a moving object, with wheels or similar, that carries people eprocessed = [['moving', 'VBG'], ['object', 'NN'], ['wheel', 'NNS'], ['similar', 'JJ'], ['carry', 'VBZ'], ['people', 'NNS']]</p>	<p>w = a thing used for transporting people or goods, especially on land, such as a car, lorry, or cart eprocessed = [['thing', 'NN'], ['used', 'VBN'], ['transporting', 'VBG'], ['people', 'NNS'], ['good', 'NNS'], ['especially', 'RB'], ['land', 'NN'], ['car', 'NN'], ['lorry', 'NN'], ['cart', 'NN']]</p>	<p>w = stell structure with four wheels, used by human to move from one point to another eprocessed = [['stell', 'NN'], ['structure', 'NN'], ['four', 'CD'], ['wheel', 'NNS'], ['used', 'VBN'], ['human', 'JJ'], ['move', 'VB'], ['one', 'CD'], ['point', 'NN'], ['another', 'DT']]</p>	<p>w = moving object that facilitates transportation eprocessed = [['moving', 'VBG'], ['object', 'NN'], ['facilitates', 'VBZ'], ['transportation', 'NN']]</p>	<p>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', 'NN'], ['used', 'VBD'], ['transporting', 'VBG'], ['people', 'NNS'], ['good', 'NNS'], ['land', 'NN'], ['especially', 'RB'], ['road', 'NNS']]</p>
7	<p>w = item used to connect artificial parts together eprocessed = [['item', 'NN'], ['used', 'VBN'], ['connect', 'VB'], ['artificial', 'JJ'], ['part', 'NNS'], ['together', 'RB']]</p>	<p>w = metal pin with raised helical thread running around it eprocessed = [['metal', 'NN'], ['pin', 'NN'], ['raised', 'JJ'], ['helical', 'JJ'], ['thread', 'NN'], ['inserted', 'VBN'], ['running', 'VBG'], ['support', 'NN']]</p>	<p>w = little metal object which can be inserted in a support eprocessed = [['little', 'JJ'], ['metal', 'NN'], ['object', 'NN'], ['threaded', 'VBD'], ['used', 'VBN'], ['inserted', 'VBN'], ['produce', 'VB'], ['support', 'NN']]</p>	<p>w = metal object threaded used to produce other artifacts eprocessed = [['metal', 'NN'], ['object', 'NN'], ['threaded', 'VBD'], ['used', 'VBN'], ['fix', 'VB'], ['componible', 'JJ'], ['element', 'NNS']]</p>	<p>w = metal object used to fix componible elements eprocessed = [['metal', 'NN'], ['object', 'NN'], ['used', 'VBN'], ['fix', 'VB'], ['componible', 'JJ'], ['element', 'NNS']]</p>	<p>w = objects that is used to look and join other components eprocessed = [['objects', 'NNS'], ['used', 'VBN'], ['look', 'VB'], ['join', 'VB'], ['component', 'NNS']]</p>	<p>w = Object useful to fix other objects on some surfaces, for example a painting on the wall eprocessed = [['Object', 'NNP'], ['useful', 'JJ'], ['fix', 'VB'], ['object', 'NNS'], ['surface', 'NNS'], ['painting', 'NN'], ['wall', 'NN']]</p>	<p>w = metal object with the shape of a spiral used to put things together eprocessed = [['metal', 'NN'], ['object', 'NN'], ['shape', 'NN'], ['spiral', 'NN'], ['used', 'VBN'], ['put', 'VB'], ['thing', 'NNS'], ['together', 'RB']]</p>	<p>w = a short, slender, sharp-pointed metal pin with a raised helical thread running around it and a slotted head, used to join things together by being rotated so that it pierces wood or other material and is held tightly in place eprocessed = [['short', 'JJ'], ['slender', 'JJ'], ['sharp-pointed', 'JJ'], ['metal', 'NN'], ['pin', 'NN'], ['raised', 'JJ'], ['helical', 'JJ'], ['thread', 'NN'], ['running', 'VBG'], ['around', 'IN'], ['slotted', 'JJ'], ['head', 'NN'], ['used', 'VBN'], ['join', 'VB'], ['thing', 'NNS'], ['together', 'RB'], ['rotated', 'VBN'], ['pierce', 'VBZ'], ['wood', 'NN'], ['material', 'NN'], ['held', 'VBN'], ['tightly', 'RB'], ['place', 'NN']]</p>	<p>w = structural element needed to fix two parts eprocessed = [['structural', 'JJ'], ['element', 'NN'], ['needed', 'VBN'], ['fix', 'VB'], ['two', 'CD'], ['part', 'NNS']]</p>	<p>w = long and thin pointy item piercing two objects to hold them together eprocessed = [['long', 'RB'], ['thin', 'JJ'], ['pointy', 'NN'], ['item', 'NN'], ['piercing', 'VBG'], ['two', 'CD'], ['object', 'NNS'], ['hold', 'VB'], ['together', 'RB']]</p>	<p>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'], ['metal', 'NN'], ['raised', 'VBN'], ['edge', 'NN'], ['twisting', 'VBG'], ['round', 'NN'], ['along', 'IN'], ['length', 'NN'], ['flat', 'JJ'], ['top', 'NN'], ['cut', 'NN'], ['used', 'VBD'], ['join', 'VB'], ['thing', 'NNS'], ['together', 'RB']]</p>