**Introduction:**

Motivations

Aims

Objectives

Contributions of this Project

Structure

Conclusion

**Background:**

OWL in general

*OWL classes*

*OWL Object properties*

*OWL annotation properties*

OWL API

Conventional Information Retrieval user interface

Ontology based user interface

Faceted based search

Ontology visual querying

the Manchester pizza finder

Conclusion

**Research Methods:**

Research methodology

*Requirements Gathering*

*Background Study*

*Development Stage*

*Testing Stage*

*Review and Submission Stage*

Project deliverables

Project evaluation plan

Project tools

Conclusion.

**Design:**

Sushi Ontology

*Class Hierarchy*

*Properties*

*Expressing Semantics*

*Example of DL queries*

User Stories

Conclusion.

**Implementation:**

Java

OWL API

Using Ontology annotations

Software model

Limitations

Conclusion.

**Testing:**

Unit Testing

Integration testing

Conclusion.

**Evaluation and Critical Analysis:**

Questionnaire

*Questions*

*Participants*

*Results*

*Hypothesis Acceptance*

Conclusion.

**Conclusion and Future Work:**

Summary of Achievements

Future work.