Root	t_block Objects: obj_x2, obj_x3	Concepts: c_in_2, c_p1, c_p2, c_p3, c_p4			
	t_player  Objects: obj_xl	Concepts: c_a, c_b, c_c, c_d   Concepts: c_in_J, c_noop, c_north, c_south, c_east, c_west   Concepts: c_in_2, c_p1, c_p2, c_p3, c_p4	t_sensor	Objects: obj_sensor Concepts: c_letter, p_part, c_number	
	t_object Objects: obj_sensor_a	Concepts: c_a, c_b, c_c, c_d	t_grid	Objects: obj_grid Concepts: c_part, p_par	
	t_number  Objects: obj_number_l, etc.	Concepts: c_number, p_succ		Concepts: c_part, c_in_l, c_in_l, c_in_l, d_bj_cell_l_l_l, obj_cell_l_l_l, obj_cell_l_l_l, obj_cell_l_l_l, obj_cell_l_l_l, obj_cell_l_l_l, e_in_l, c_in_l, c_i	L_sensor_1  Objects: obj_sensor_a  Concepts: c_on, c_off  Concepts: c_d, c_b, c_c
	5, etc.	Concepts: c_letter, p_succ		Concepts: c_part, c_	Object Conce

Figure 20: Representation of complete tree