

2.3 Auswertung

2.3.1

```
84. ADJ : 67
85. ADP : 26
86. ADV : 75
87. AUX : 3
90. DET : 2
92. NOUN : 193
93. NUM : 13
95. PRON : 2
96. PROPN: 636
97. PUNCT: 1950
100. VERB : 18
101. X : 895
103. SPACE: 133
84. ADJ : 42
85. ADP : 20
86. ADV : 38
87. AUX : 2
90. DET : 9
92. NOUN : 98
93. NUM : 9
95. PRON : 2
96. PROPN: 306
97. PUNCT: 750
100. VERB : 21
101. X : 437
103. SPACE: 89
84. ADJ : 118
85. ADP : 27
86. ADV : 111
87. AUX : 2
90. DET : 10
92. NOUN : 295
93. NUM : 30
95. PRON : 2
96. PROPN: 952
97. PUNCT: 3349
100. VERB : 40
```

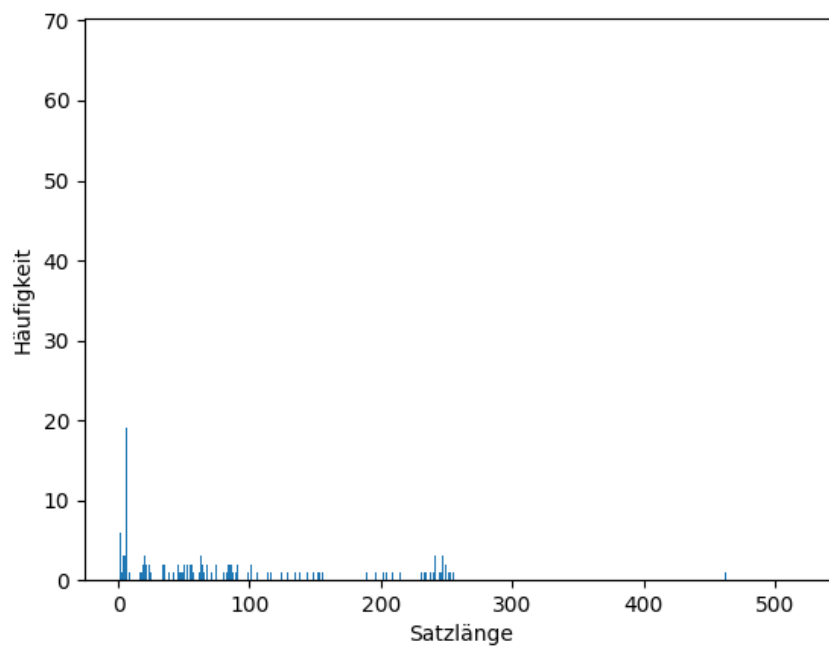
2.3.2

```
3
33
1
0
0
10
1
0
6
9
0
0
5
0
13
44
9
0
0
17
5
8
35
```

2.3.3

```
4651 IN
0 Out
42 DC
302 EC
1155 PO
107 TPP
0 ITPP
49 NTPP
38 EQ
```

2.3.4



2.3.5

```
QScouter Counter({'in': 3, 'houses': 1, 'filled': 1})
Ocounter Counter({'around': 1})
QScouter Counter({'in': 2})
Ocounter Counter()
QScouter Counter({'in': 5, 'on': 2, 'where': 1})
Ocounter Counter({'south of': 1, 'on': 1, 'south': 1, 'to the left': 1})
QScouter Counter({'with': 4, 'in': 4, 'contain': 4, 'on': 3})
Ocounter Counter({'West of': 1, 'facing': 1})
QScouter Counter({'in': 19, 'houses': 8, 'house': 2, 'adjacent to': 2, 'At': 2, 'across from': 1, 'South\adeast of': 1, 'east of': 1, 'east': 1})
Ocounter Counter({'Across': 1, 'up': 1, 'across from': 1, 'alongside': 1, 'behind': 1})
QScouter Counter({'houses': 8, 'in': 6, 'with': 5, 'connects': 4, 'west': 3, 'east': 3})
Ocounter Counter({'beneath': 3, 'with': 2, 'north of': 2, 'in': 2, 'east of': 2})
QScouter Counter({'in': 3, 'around': 2})
Ocounter Counter()
QScouter Counter({'full of': 7, 'on': 4, 'part of': 1, 'next door to': 1})
```

2.3.6

```
Counter({'be': 1})
Counter({'walk': 2, 'stroll': 1, 'Get': 1, 'enter': 1, '
Counter({'walk': 2, 'stroll': 1, 'Get': 1, 'enter': 1, '
Counter({'merges': 1, 'Heading': 1, 'leads': 1, 'hitting
Counter({'go': 1, 'paddle': 1, 'fled': 1, 'went': 1, 'mo
Counter({'running': 1, 'come': 1, 'go': 1, 'visited': 1,
Counter({'expansion': 1, 'head': 1, 'rush': 1})
Counter({'converge': 1, 'gather': 1})
Counter({'visited' motion_type="COMPOUND" motion_class="
" motion_class="MOVE" motion_sense="LITERAL" mod="" coun
ERAL" mod="" countable="" gquant="" scopes="" comment=""
scopes="" comment="": 1, 'biked' motion_type="COMPOUND"
tion_type="COMPOUND" motion_class="MOVE_EXTERNAL" motion
ass="MOVE" motion_sense="LITERAL" mod="" countable="" gq
mod="" countable="" gquant="" scopes="" comment="": 1,
scopes="" comment="": 1, 'luse' motion_type="COMPOUND" m
```

2.4 Visualisierung

