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
```
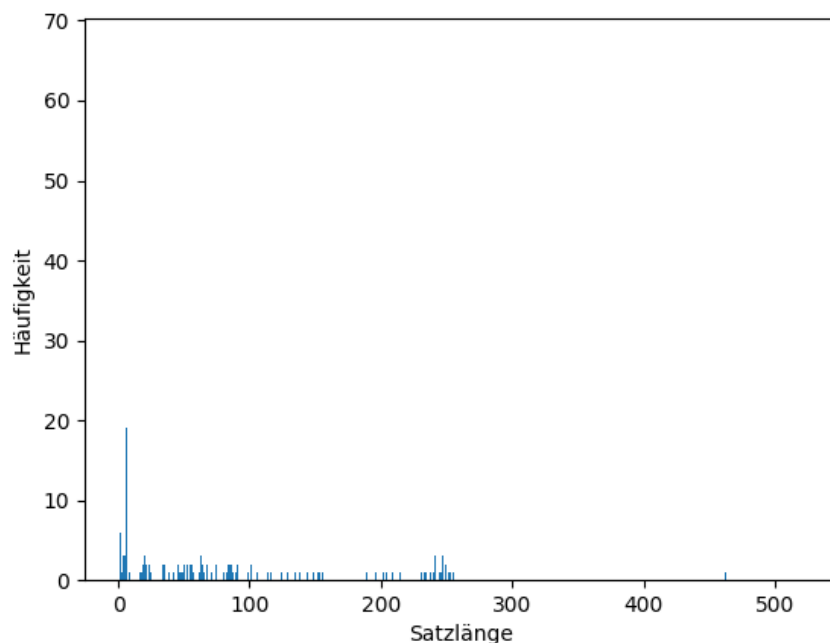
2.3.2

```
 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

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

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, '
```

2.4 Visualisierung