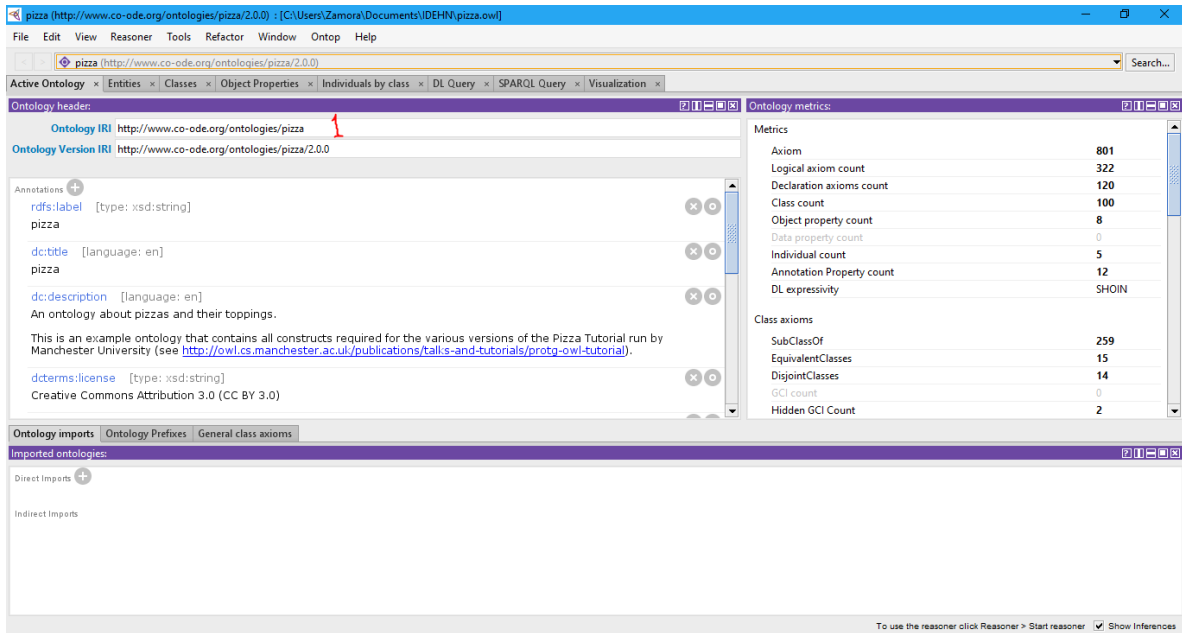
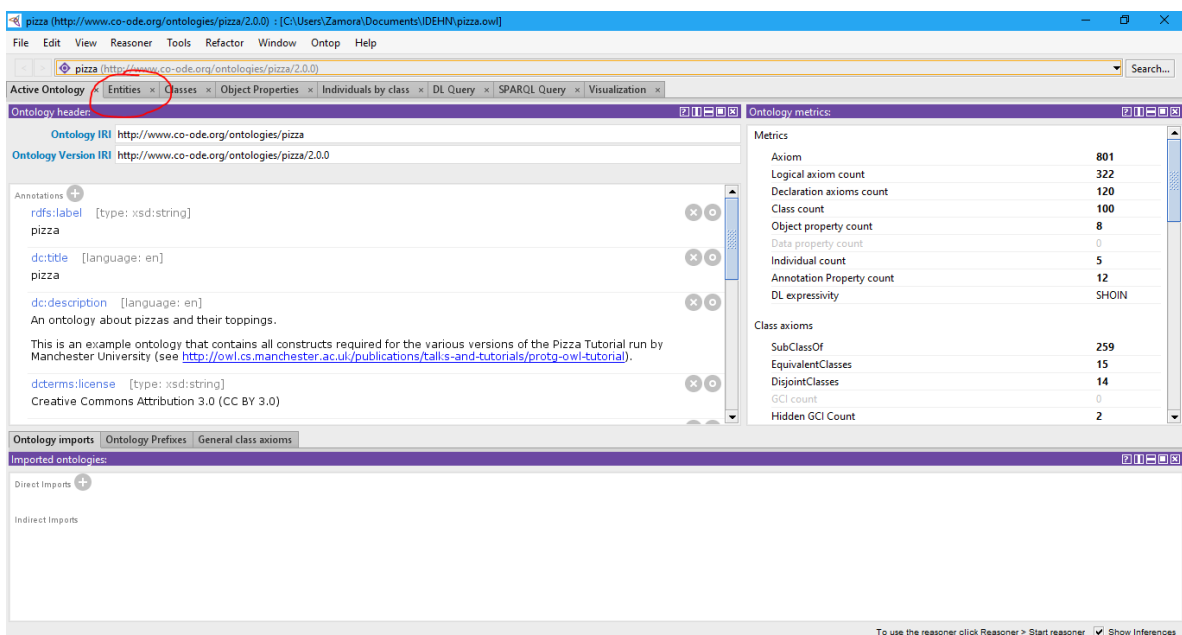


Manual de Usuario Protégé 5.2.0

1. Pestaña Principal de protégé
1 -> URI de la ontología (es modificable)

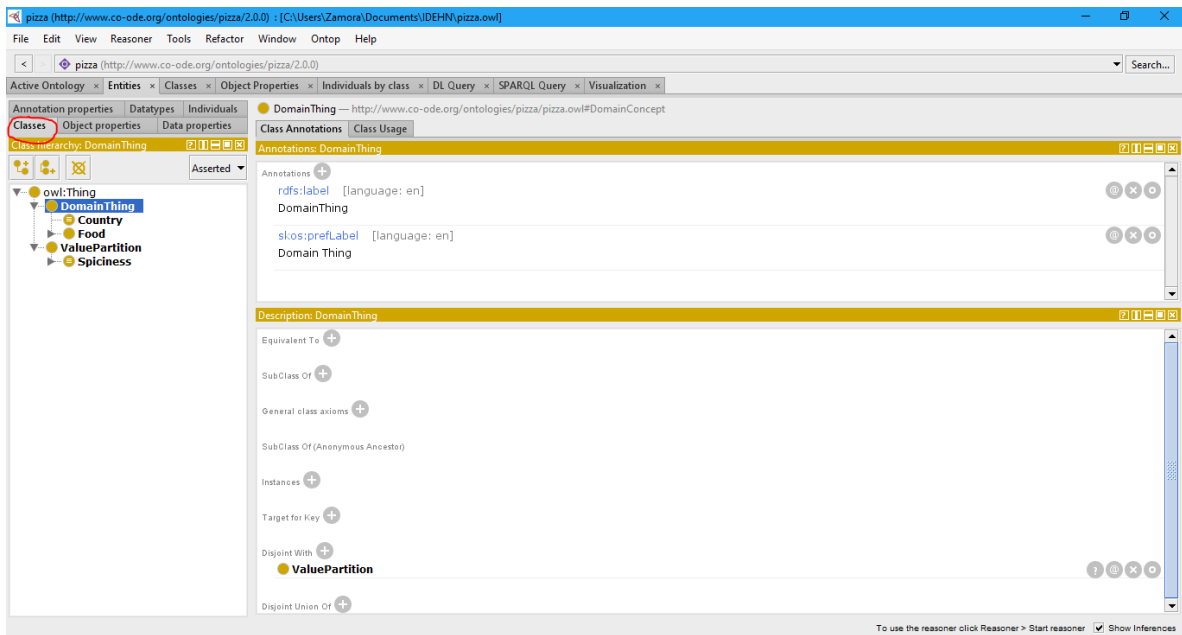


2. Ir a la pestaña “Entities”

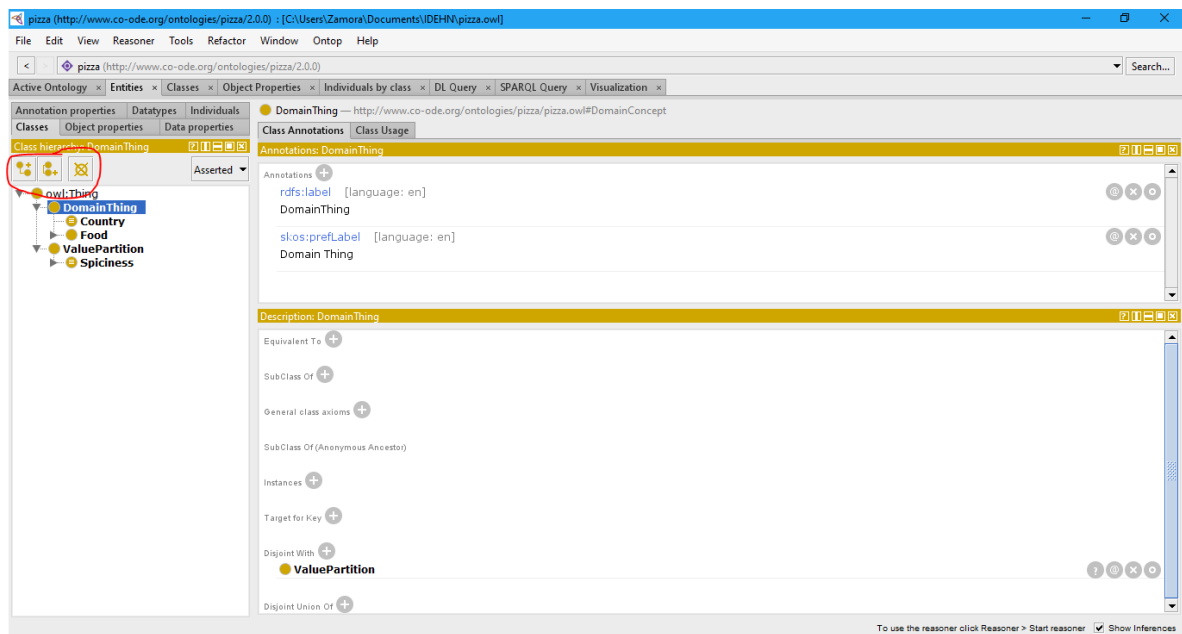


Gestionar las clases

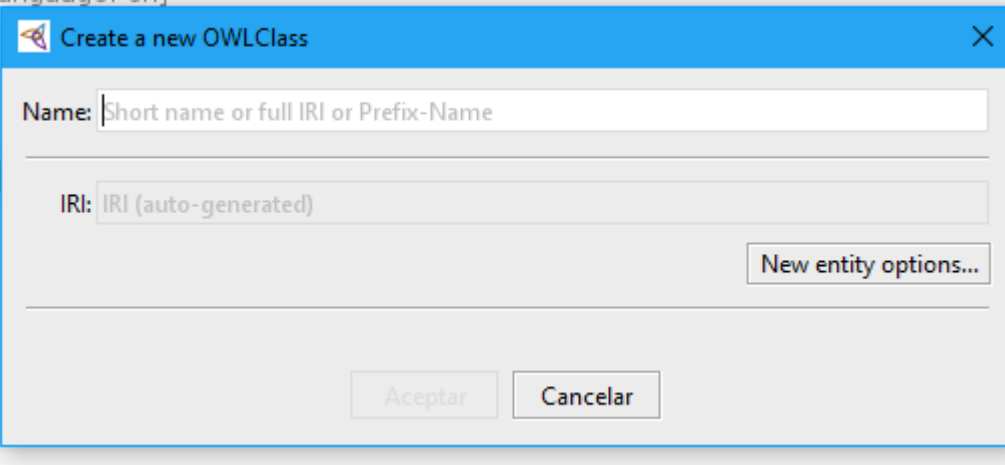
3. Para ver las clases, ir a la pestaña “Classes”



4. Para crear o eliminar una nueva clase



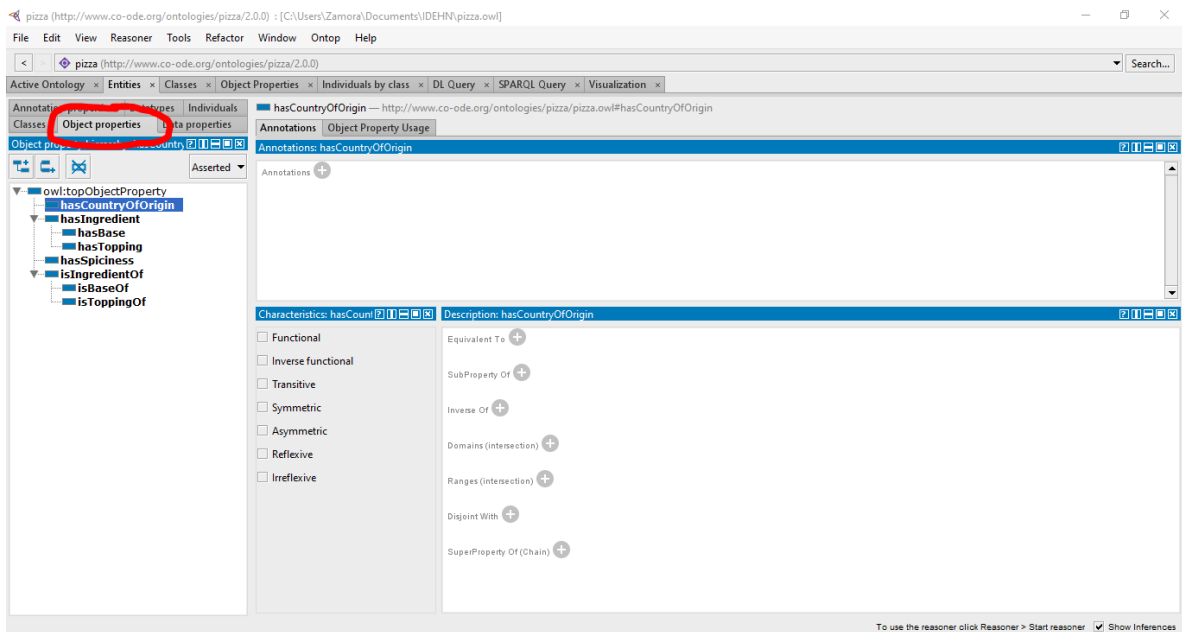
[language: en]



A dialog box titled "Create a new OWLClass" with a close button (X) in the top right corner. It contains a "Name:" label followed by a text input field with the placeholder text "Short name or full IRI or Prefix-Name". Below this is an "IRI:" label followed by a text input field containing "IRI (auto-generated)". To the right of the IRI field is a button labeled "New entity options...". At the bottom of the dialog are two buttons: "Aceptar" and "Cancelar".

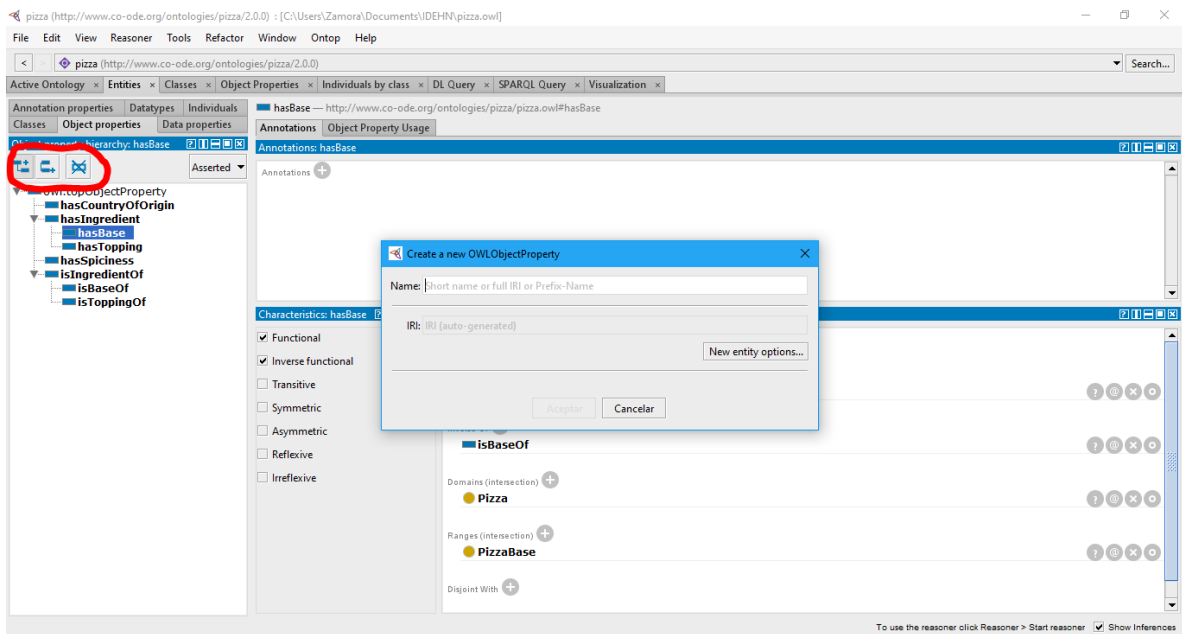
Gestionar los Object Properties

5. Para ver los Object Properties, ir a la pestaña Object Properties

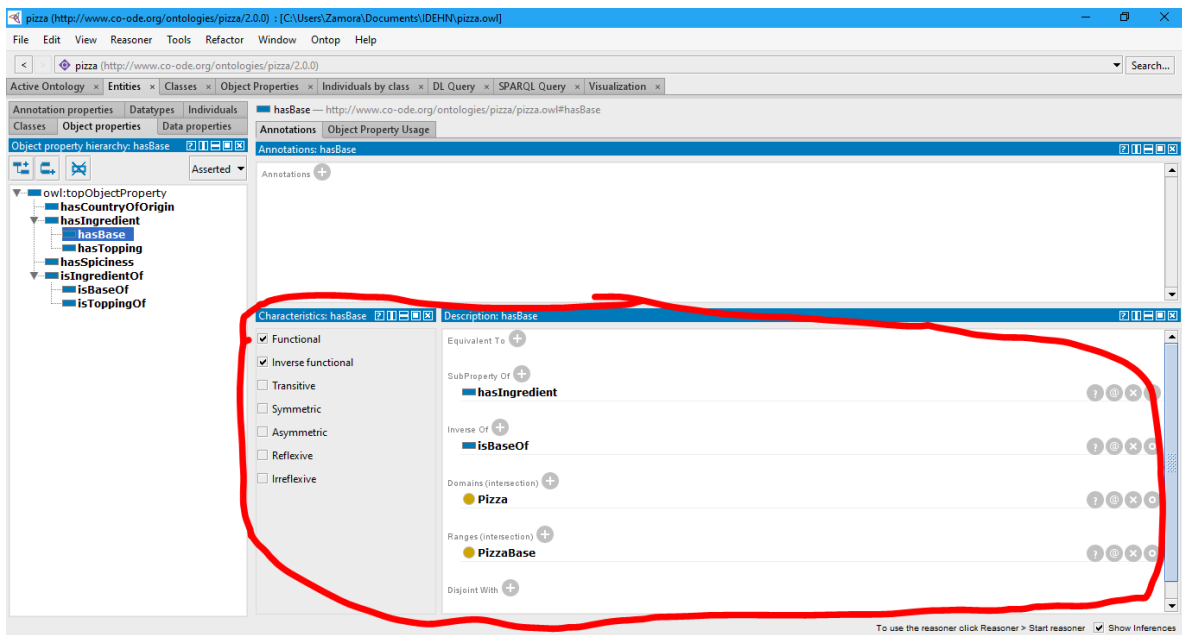


A screenshot of the PIZZA ontology editor interface. The top menu bar includes File, Edit, View, Reasoner, Tools, Refactor, Window, Ontop, and Help. The main window has a tab bar with "Active Ontology", "Entities", "Classes", "Object Properties", "Individuals by class", "DL Query", "SPARQL Query", and "Visualization". The "Object Properties" tab is selected and highlighted with a red circle. Below the tab bar, the left sidebar shows a tree view of the ontology, with "hasCountryOfOrigin" selected. The main area displays the details for "hasCountryOfOrigin", including its characteristics (Functional, Inverse functional, Transitive, Symmetric, Asymmetric, Reflexive, Irreflexive) and its description (Equivalent To, SubProperty Of, Inverse Of, Domains (intersection), Ranges (intersection), Disjoint With, SuperProperty Of (Chain)).

6. Para crear o eliminar Object Properties:

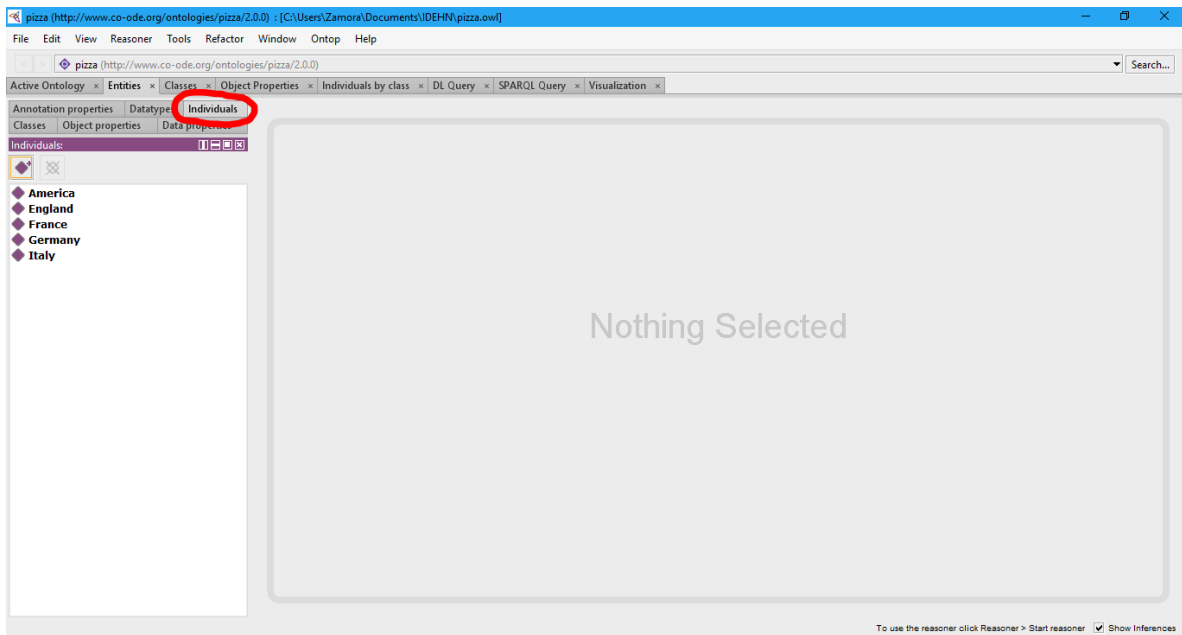


7. Características de los object properties

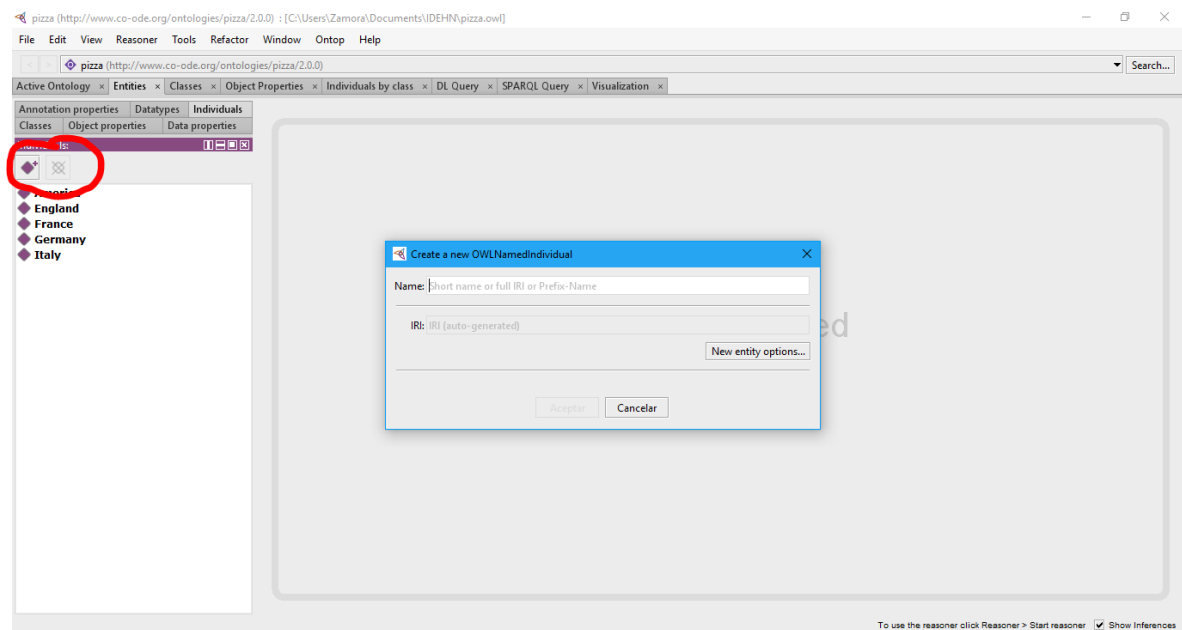


Gestionar las entidades

8. Para ver las entidades, ir a la pestaña “Individuals”



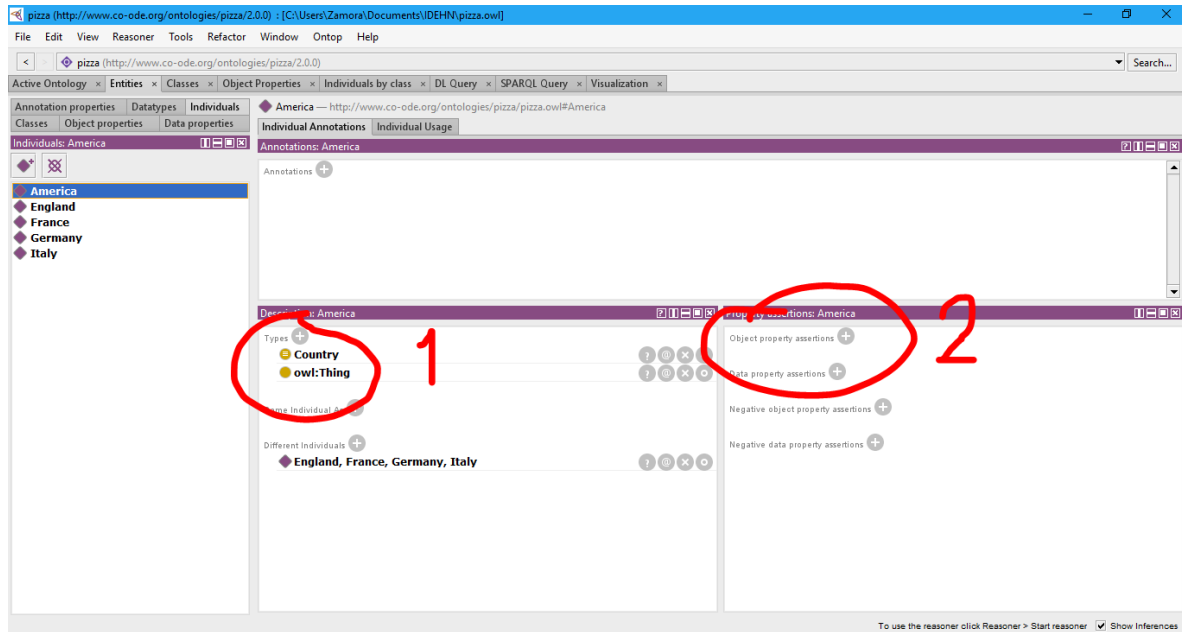
9. Para crear o eliminar entidades:



10. Características de las entidades

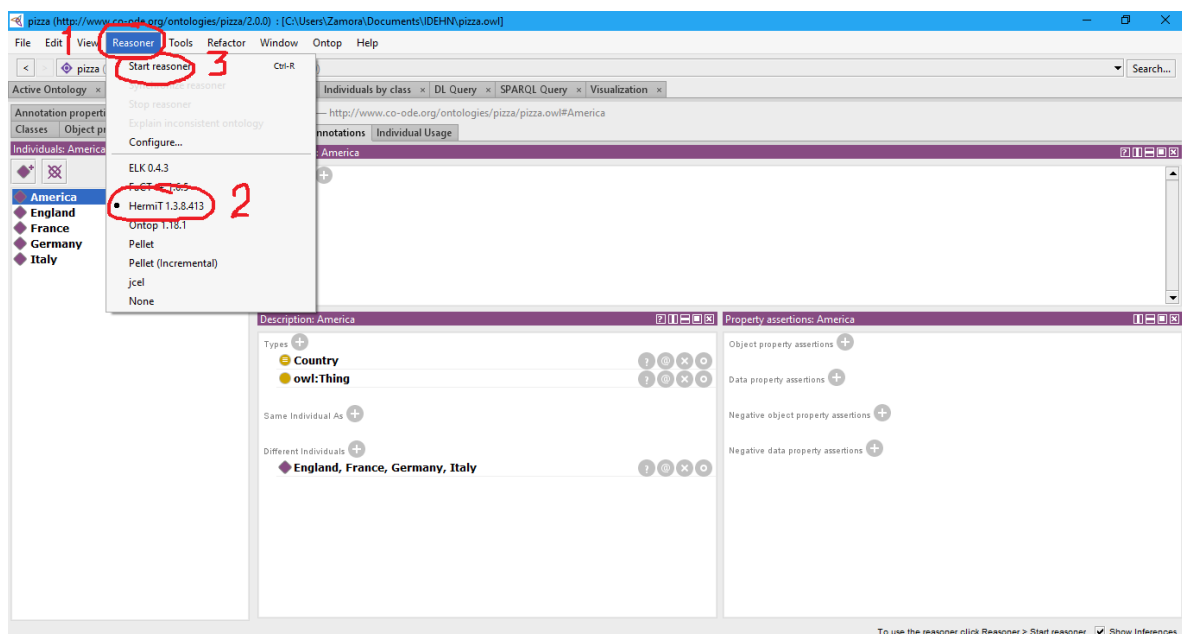
1 -> Asignarle una clase a la entidad

2 -> Asignarle object properties a la entidad



Razonador

11. Para activar el razonador, ir a Reasoner -> Hermit -> Start reasoner (-> Synchronize reasoner, en caso de ser necesario)



Guardar la ontología

12. Para guardar la ontología en un archivo, ir a File -> Save as -> **RDF/XML** ó **OWL/XML** (cualquiera de los 2), seleccionar ubicación y guardar.

