CSE303: Building Query Language

Part 1 (weff-defined)

Class Query: (individual, group, action)

Individual

- query on each node:
  - attributes
  - check neighbor attributes
  - .

⚠ How is each attribute designed
ie neighbor: "L" or "R" } ?
- 360°

Group

- Request nodes to a certain vicinity (group Item)
- → Get info about such group

- Find nodes with similar values (not necessarily neighbors)

Action

- Edit the values of the nodes
- Edit the value of the neighbors

Imagine programming language:

```
def main():
    if request == "action"
        → enter action class
    elif request == "group":
        → enter group class
```

> returns results
>
> ⇓
>
> interpret them

How to specify

- Most important: ⚠ · What is the goal of the system?
  · What are we looking for?
- ↳ Next step: · What type of action is required? (I, G, A)
- ↳ Next step: → does the information received from previous request require further action?

REPEAT

OPENING: NLP (from words to computer?)