	direct-ch	nildren documentation
Entity	2	The universal class of individuals. This is the root node of the ontology.
Physical	5	An entity that has a location in space-time. Note that locations are themselves understood to have
Object	11	Corresponds roughly to the class of ordinary objects. Examples include normal physical objects, geo
Artifact	58	An Object that is the product of a Making.
Stationary Artifact	61	A Stationary Artifact is an Artifact that has a fixed spatial location. Most instances of this &
Building	21	The Class of Stationary Artifacts which are intended to house Humans and their activities.
ResidentialBuilding	5	A Building which provides some accomodation for sleeping. Note that this class does not cover jus.
House	82	A ResidentialBuilding which is intended to be inhabited by members of the same SocialUnit. Ho
ApartmentBuilding	0.5	A ResidentialBuilding containing ApartmentUnits.
CondominiumBuildi	ng.	A ResidentialBuilding containing CondominiumUnits.
Dormitory	22	A TemporaryResidence which is owned by a School and which is used to house students while they
HotelBuilding	Si .	A ResidentialBuilding which provides temporary accommodations to guests in exchange for money
CommercialBuilding	1	A Building which is intended for organizational activities, e.g. retail or wholesale selling, man
Warehouse	93	A very large CommercialBuilding whose purpose is to store commodities.
Store	54	A <u>Building</u> that has the purpose of housing <u>FinancialTransactions</u> .
FarmBuilding	125	A <u>Building</u> on a <u>Farm</u> that is used for keeping <u>DomesticAnimals</u> , <u>Fodder</u> or harvested crops.
Auditorium	5.E	Any Building whose purpose is to hold concerts, sports events, plays, etc. before an audience. Th
MedicalClinicRuilding		