**Unit 7 - Activity**

**Q1. What is an Ontology?**

**A1.** Ontologies are methods to represent knowledge about a specific domain of knowledge (Isotani *et al*., 2015; Bürger *et al*., 2020). They enable to generate additional, more complex knowledge that can be shared, expanded, and consumed in various scenarios (Isotani *et al*., 2015; Bürger *et al*., 2020). Thus, in software development, ontologies can help to enhance processes and methods (Isotani *et al*., 2015; Bürger *et al*., 2020) by making them more adaptable and useful by allowing them to be reused in different applications.

**Q2. Could you attempt to define an ontology that would be relevant to the system that you are designing for the summative assessment?**

**A2.** Similarly to what Duarte *et al*. (2018) proposed, an ontology relevant to the system that we are designing would be that of logs of various levels (debug, info, warning, error, and critical) and exceptions with custom messages (e.g., pertaining to value and type errors, etc.).

**References**

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Isotani, S., Bittencourt, I. I., Barbosa, E. F., Dermeval, D., & Paiva, R. O. A. (2015) Ontology driven software engineering: a review of challenges and opportunities. *IEEE Latin America Transactions* 13(3): 863-869.