# Exercises instructions

(1) Create a space-time map for the statue and the clay (see examples on slides 40-41).

(2) Create an Ontological Euler Diagram for the statue and the clay (see examples on slides 50-53).

(3) For the data-manipulation:

(3a) Start from the tables in the file

a_collect - Example - lump of clay - stage 2 - dataise time.xlsx

Consider the tables in the three sheets of this file. For each table, generate a new table with appropriate identifiers for any object that, on your view, is implicit in the table. Slides 75-76 show an example of this kind of transformation. This is the bCLEARer "load" process.

(3b) Next, working with the analyses done in your space-time map and Ontological Euler Diagram, further manipulate the tables generated in step (3a) to evolve these tables in conformity, as much as you can, with your analyses. This should be done though basic table-manipulation steps, e.g. remove column, add new identifier, create new table etc. see slides 76-80. For each basic manipulation step, produce a new sheet. This is the bCLEARer "evolve" process.

(3c) You are strongly encouraged to reproduce the evolve process (3b) in KNIME, in the last 20 minutes of the session. Start from the file

BKDP_lump_of_clay_pipeline_featuring stages a-collect + b-load.knwf