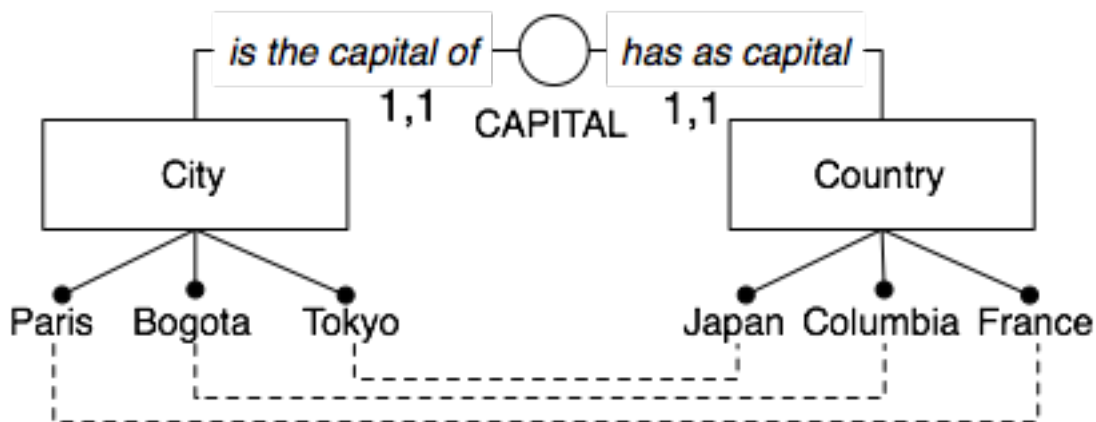


How do Topic Maps picture *knowledge* ?

As the common abstractions that allow us to understand and model reality

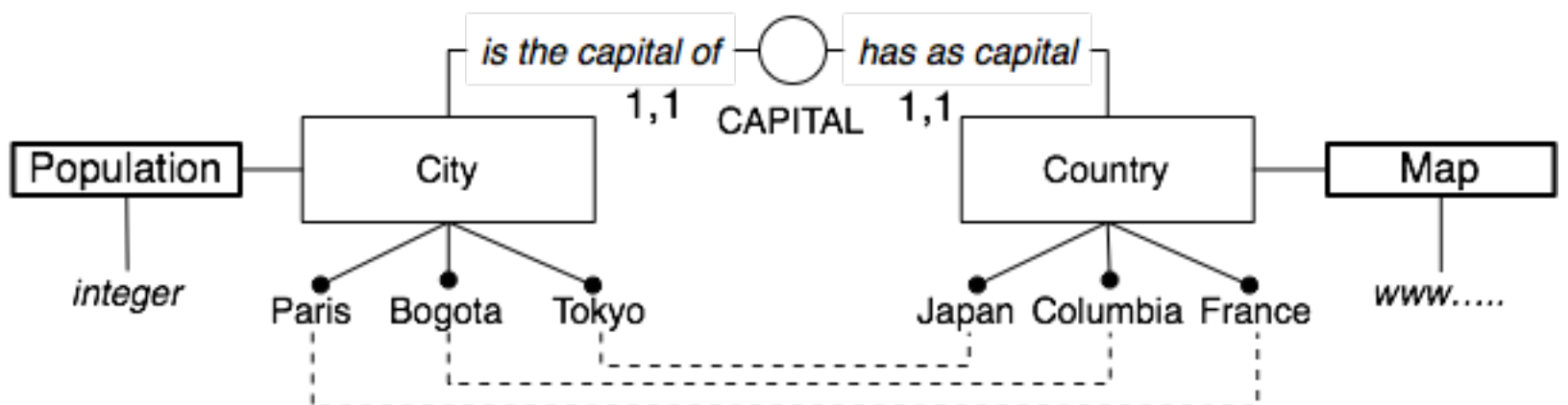


Classes [*Topic Types*] that generalize instances [*Topics*].



Relations between classes. They are called *Associations*.

[Each class plays a defined rôle within an association. Rôles have a cardinality (here «1,1», meaning «from one to one»), stating in this example that a city is the capital of just 1 country and that a country has a single capital]

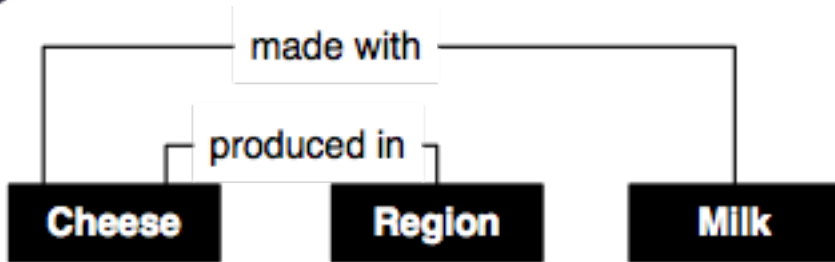


Information about the instances of classes. They are called *Occurrences*.

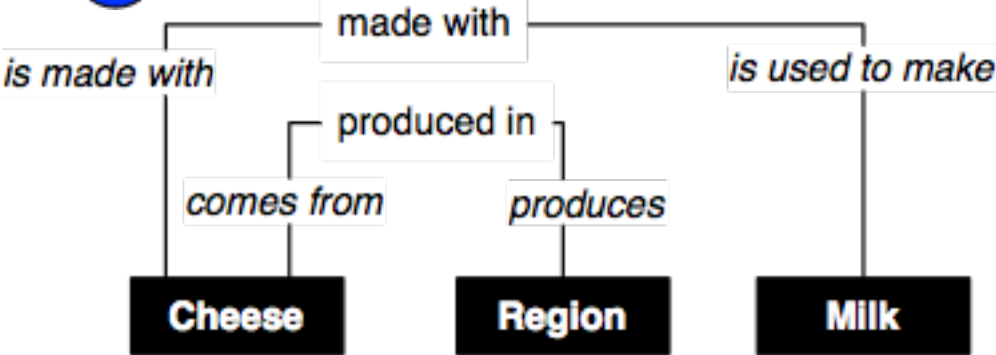
[Occurrences can be data attached to an instance within the topic map (here «Population»), or accessible via an electronic address (here, «Map»)]

Designing a Topic Map: main steps

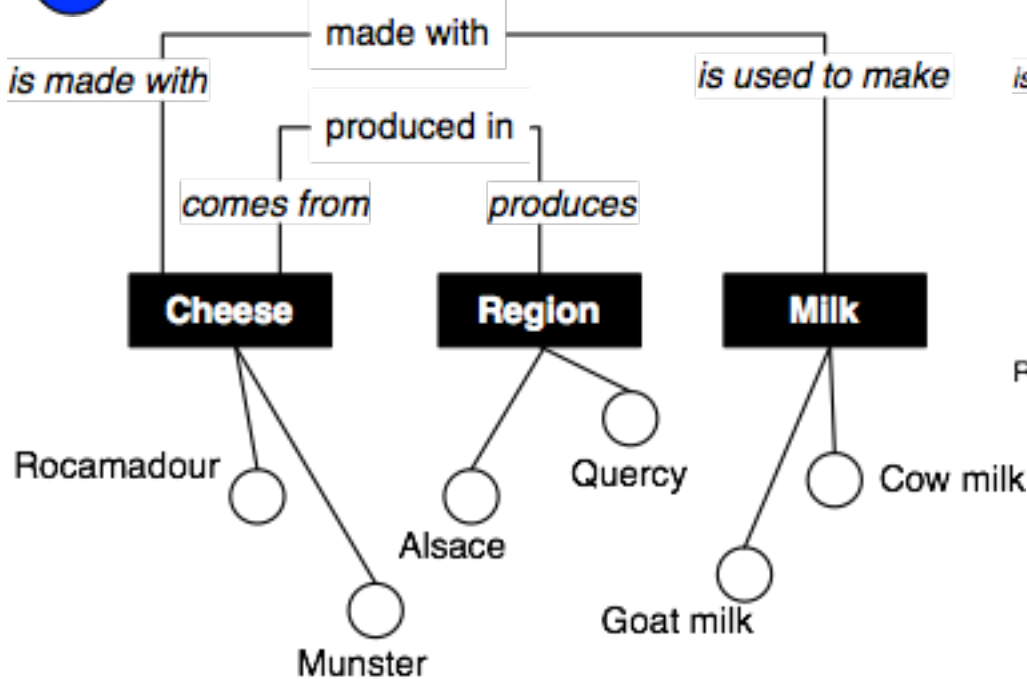
1 *Identify classes and define relations between them*



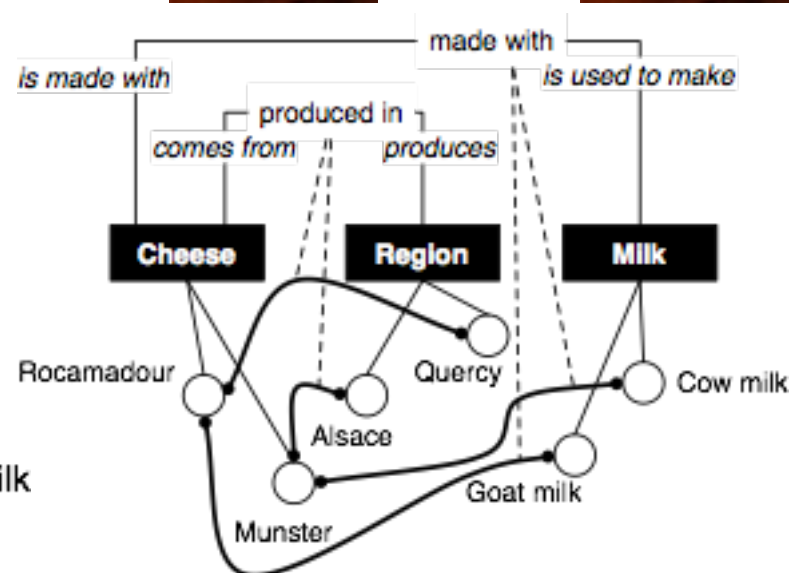
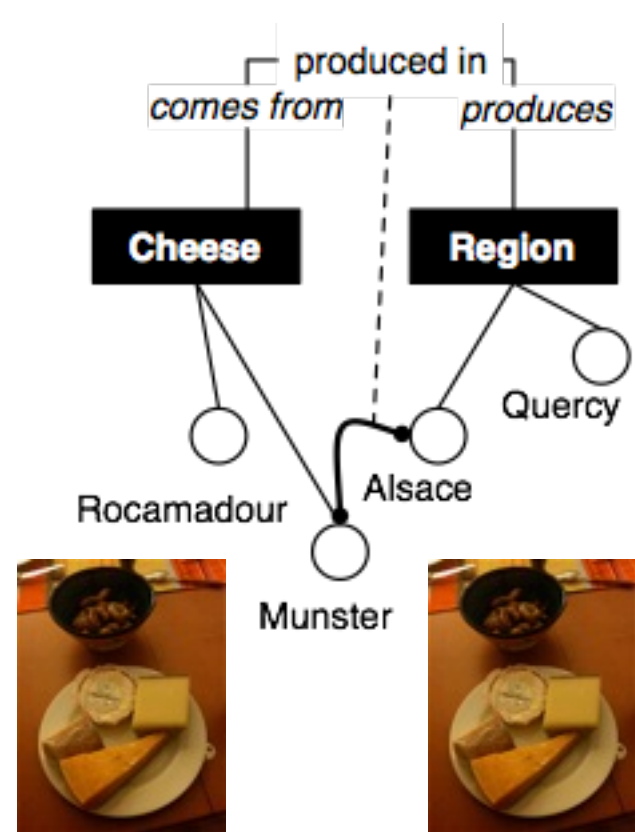
2 *Assign rôles to the classes for each relation*



3 *Add individual instances to the classes*



4 *Map relations between classes on instances*



The main job is done!!



A bookseller's mind picture



A Topic Map representing a possible bookseller's view of books

