

# Quaestor solution

A solution is the model that results from the dialogue between the system and the user. One or more [top goals](#) can be selected in the [knowledge base](#). If the dialogue is started after selecting the top goals, a model can be composed by accepting or rejecting the suggested [relations](#). This model can calculate the desired top goal, depending on the available [knowledge](#). This model can be used again and again with different input variables.

A solution could be regarded as a traditional application.