Using a Taxonomy type knowledge base, a Ship Configurator

Tutorial 1 Using a Taxonomy	**Learning goals** 1. Getting familiar with the use of the Taxonomy-Entity concept. 2. Create a solution in the Ship_configurator.qkb knowledge base.	**Prior knowledge** • Basic computer skills **Optional background knowledge** • Taxonomy concept • Taxonomy or model/process configuration based applications	

Content

The tutorial has the following sections:

- Before you start
- Start a ship configurator project
- Define a ship configuration
- Perform design analyses

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