Glossary of Terms

Feature/Object – generic, interchangeable terms for items within a table or file geodatabase

Data Store – configures where and how external data is being read from or written to

Session – sequence of processing tasks that can be used to validate, integrate, or enhance data

Tasks – managed through sessions and placed in a sequence to determine the order in which they should be performed

Rule – uses logical expressions to define conformance requirements for features

Action – an automated procedure or process to be applied to one or more objects

Action Map – used to connect actions to rules so that actions can be invoked when a feature is found that does not conform to a rule

Conformance/Non-Conformance – terms used to identify when a feature does/does not obey logic within a rule or action

Node – the basic unit within a logic tree

Root Node – the highest node in a logic tree; within 1Integrate, this node defines which feature class will be evaluated within the logic

Condition Node – a high-level, logical test that defines the syntax for a rule or action; common conditions used are **Comparison, And, Or, Existence, IF…THEN…ELSE,** and **For All**

Value Node – a constant, a reference to objects or a calculation

- **Dynamic Value –** an attribute from an object, for example, an object's geometry
- **Static Value –** a fixed value such as a Boolean, integer, string, real, or timestamp
- **Null –** a value that always evaluates as null
- **Object or Element –** an object or element from a collection; used to access a whole object/feature directly or access an element when looping through a collection or array
- **Built-in Function –** returns a value calculated from one or more value parameters

Relationship – compares any two values and returns a result of true or false

- **Scalar –** compares two values (Boolean, integers, real numbers, dates, or strings)
- **Spatial –** a type of relationship only applied to geometry values

Operation – a high level component of an action which determines the primary function of the action; common operations are **Assignment, Create Object,** and **Sequence**

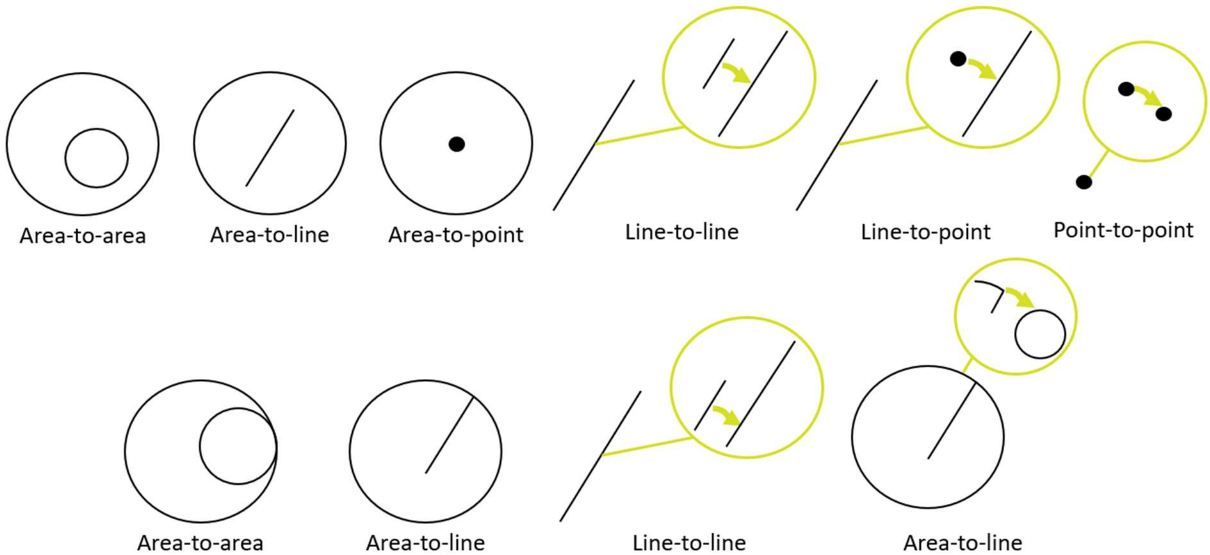
Parent Node – a node from which other nodes extend

Child Node – a node extending from another node

Object Label – uniquely identifies objects in the same class that are tested against each other in clauses and sub-clauses of a rule

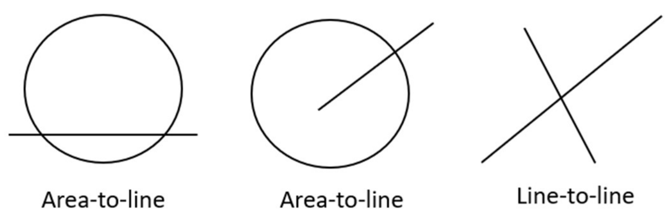
Beyond – checks that the geometry is at least a certain distance away from another

Contains/Within

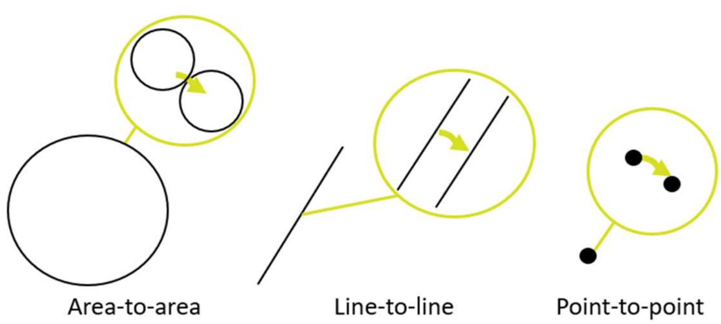


Covers/Covered By – special cases of Contains/Within; true when the geometries contain/are contained within another *and* their boundaries intersect

Cross

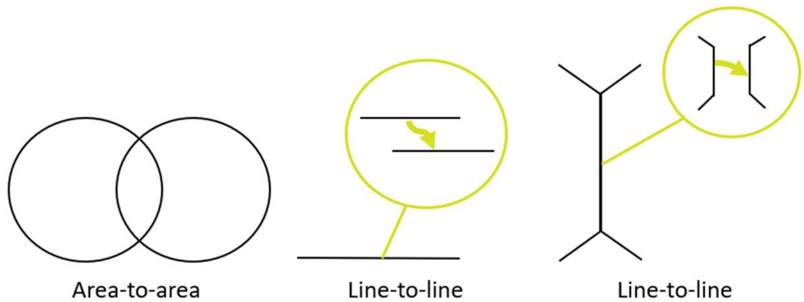


Equal

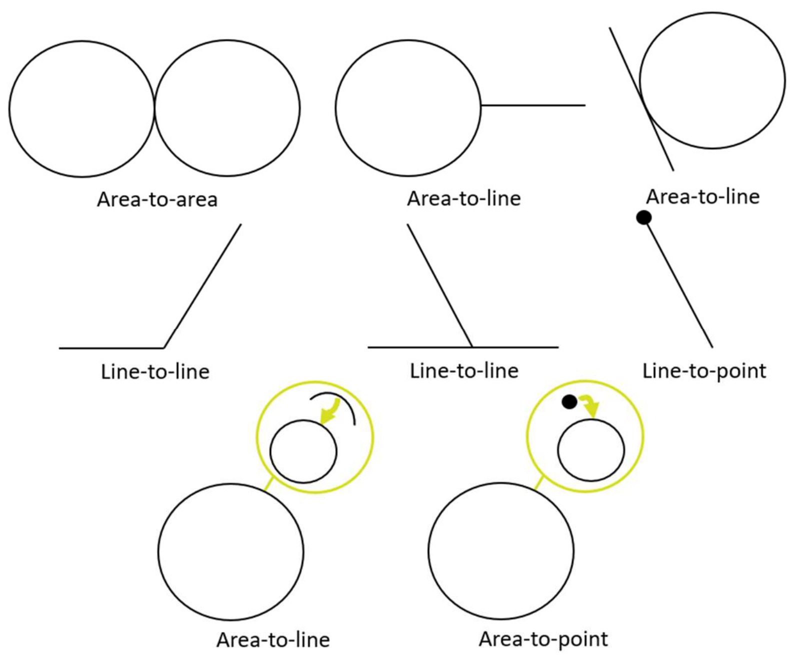


Intersect – any type of spatial interaction; checks that either the boundaries or interiors of two geometries intersect in any way: **equal, touches, overlap, cross, within, contains**

Overlap

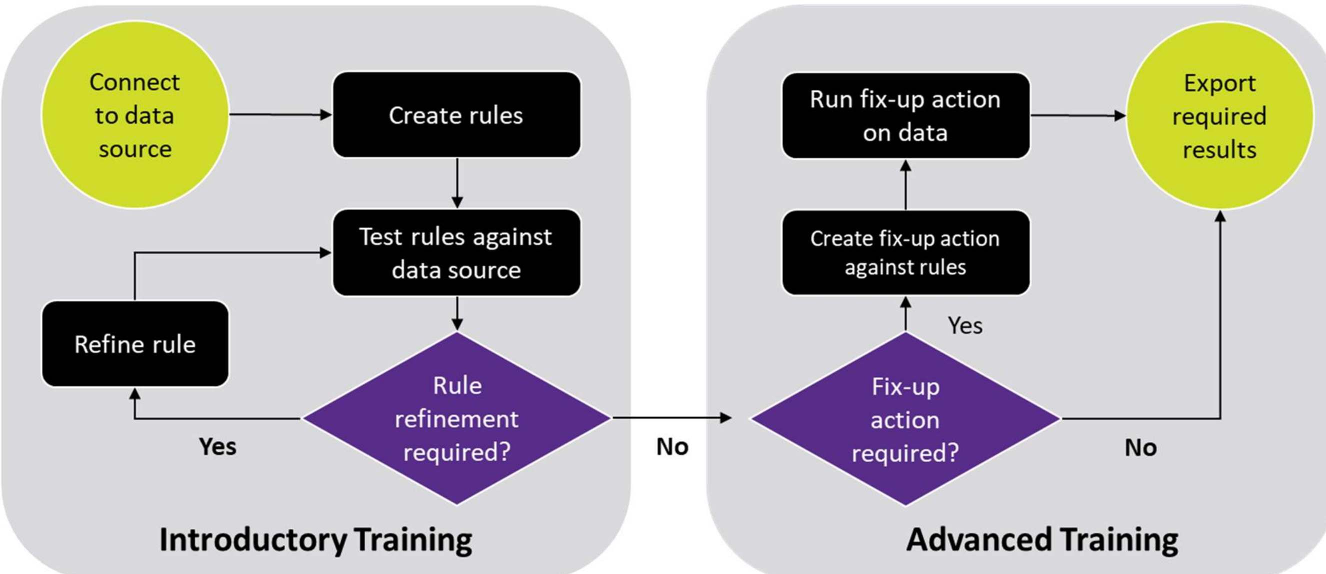


Touches – the boundaries intersect but the interiors do not

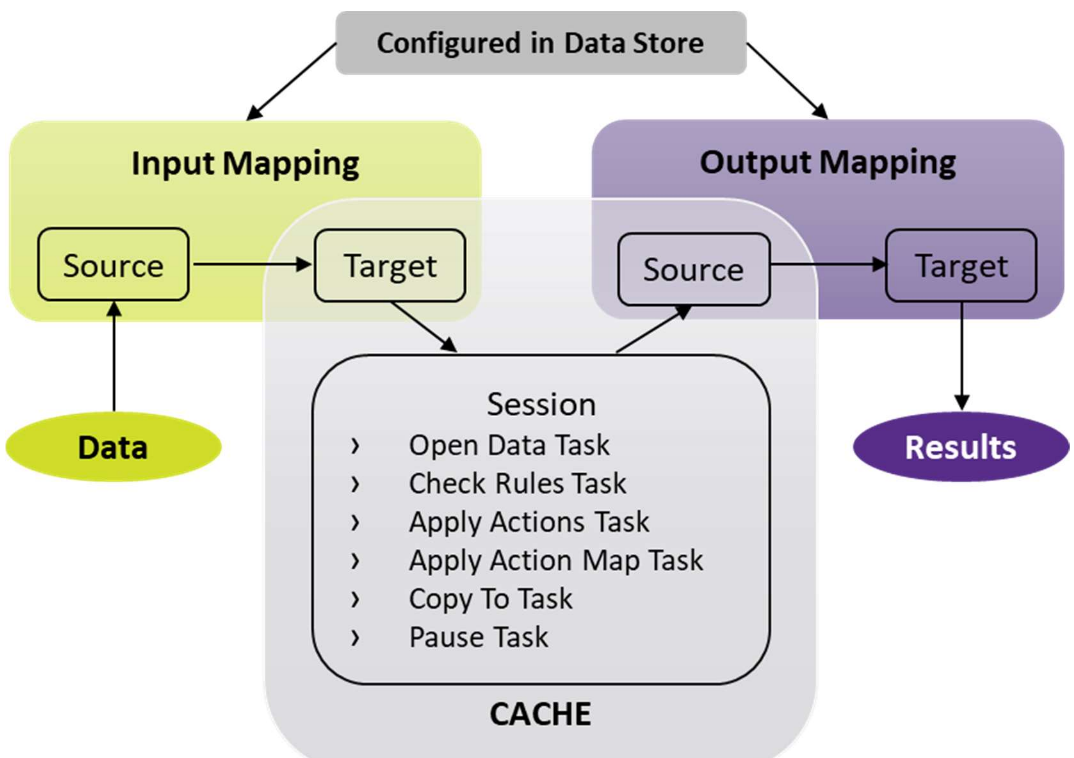


Within Distance – checks that the geometries approach within a specified minimum distance of each other

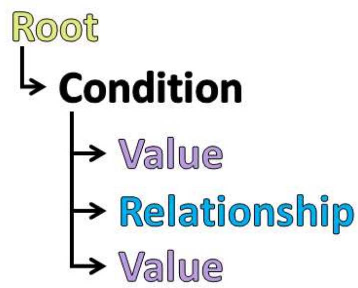
Diagrams & Figures



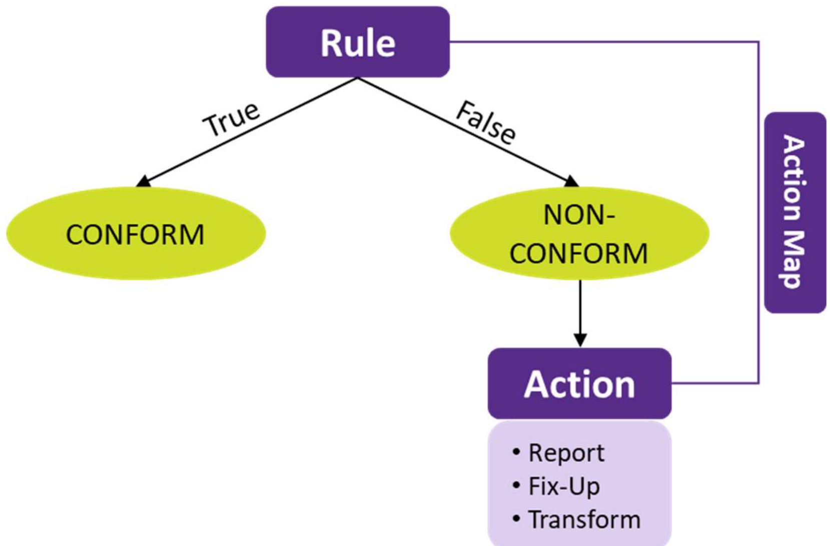
1-Workflow Diagram



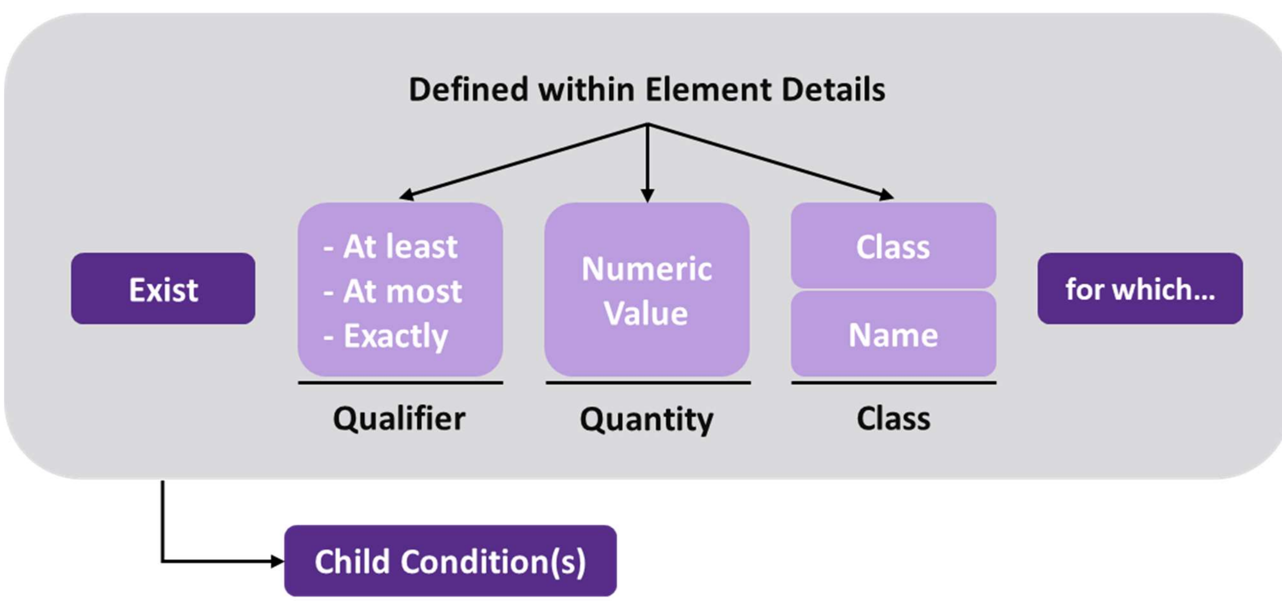
2-Data, Input/Output Mapping, and Cache



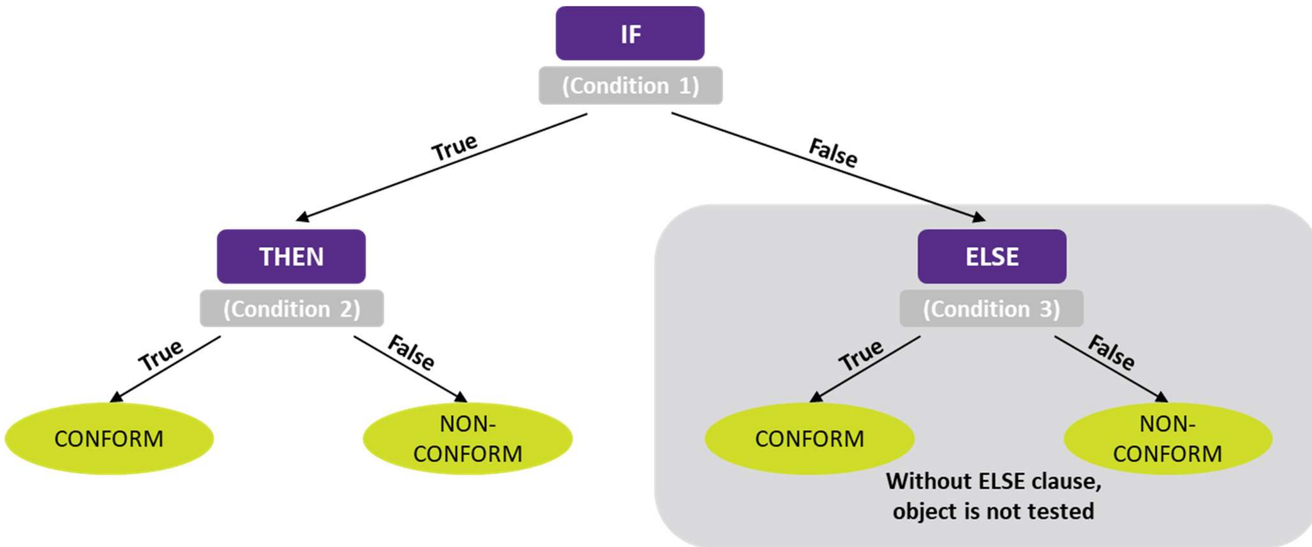
3-Basic Comparison Logic Structure



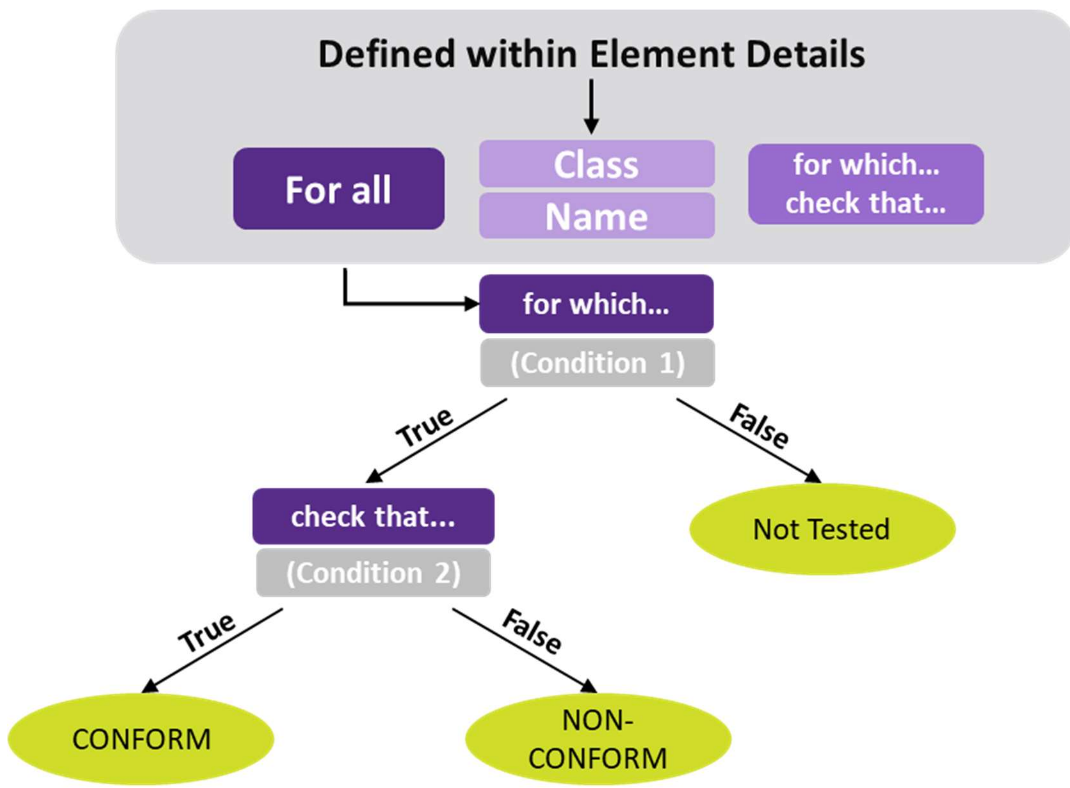
4-Action Map



5-Existence Structure



6-IF…THEN…ELSE Structure



7-For All Structure