

## Documents

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**Utilizing ontologies using ontology editor for creating initial unified modeling language (UML) object model**

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**Abstract**

One of object oriented software developing problem is the difficulty of searching the appropriate and suitable objects for starting the system. In this work, ontologies appear in the part of supporting the object discovering in the initial of object oriented software developing. There are many researches try to demonstrate that there is a great potential between object model and ontologies. Constructing ontology from object model is called ontology engineering can be done; On the other hand, this research is aiming to support the idea of building object model from ontology is also promising and practical. Ontology classes are available online in any specific areas, which can be searched by semantic search engine. There are also many helping tools to do so; one of them which are used in this research is Protégé ontology editor and Visual Paradigm. To put them together give a great outcome. This research will be shown how it works efficiently with the real case study by using ontology classes in travel/tourism domain area. It needs to combine classes, properties, and relationships from more than two ontologies in order to generate the object model. In this paper presents a simple methodology framework which explains the process of discovering objects. The results show that this framework has great value while there is possible for expansion. Reusing of existing ontologies offers a much cheaper alternative than building new ones from scratch. More ontologies are becoming available on the web, and online ontologies libraries for storing and indexing ontologies are increasing in number and demand. Semantic and Ontologies search engines have also started to appear, to facilitate search and retrieval of online ontologies.

**Author Keywords**

Artificial intelligent; Object model; Ontology; Ontology library; Protégé; Software developing

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