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Analogy is the process of comparing two process

1. Neils bohr analogy of atom to solar system
2. computer to [brain](#) analogy
3. [cell](#) to [person](#) analogy
4. if anatomy is to physiology then geography is to history
5. [Seed](#) soil theory to agent host analogy

We use analogies in almost every aspect of [life](#) to understand the inner meaning of concepts and objects .analogies form a large part of our [life](#) , mainly there are some kinds of analogies like

1.Synonyms

Synonyms are words that mean the same thing, and synonym analogies consist of two pairs of synonyms. The first pair of words mean the same thing, so the second pair must mean the same thing too.

Example = delay : stall :: allow : permit

2. Antonyms

Antonyms are words that mean the opposite, and so antonym analogies consist of two pairs of opposites.

Example = whisper : yell :: tame : wild

3. [Object](#)/Purpose

In [object](#)/purpose analogies, the first word in each pair names and the second word in each pair tells what the [object](#) is used for.

Example = [book](#) : reading :: guitar : [music](#)

4. Source/Product

Source/product analogies [name](#) a product and tell where it comes from.

Example = wheat : field :: cranberries : bog

5.Part/Whole

In part/whole analogies, the first word of each pair names a specific item, and the second word names a more general item that includes the first.

Example = home : neighborhood :: ant : colony

6.[Animal](#)/Habitat

In this type, the first word names [an animal](#), and the second word tells where it lives.

Example = dolphin : ocean :: bear : forest

7.Characteristic

The first word in these analogies names a **person** or thing, and the second word describes or names a characteristic of that **person** or thing.

Example = marshmallow: squishy :: pretzels : crunchy

8.Operator

In these analogies, the first word names a thing, often a machine or a **tool**, and the second word is a **name** for the **person** who uses it.

Example = plane : pilot :: train : conductor

OTHER HIGH COGNITIVE LEVEL ANALOGIES

1. word : antonym = exciting : dull || word : synonym = slim : slender

2.1 . part : whole = **finger** : **hand**

2.2 cause : effect = drought : famine

3.1 worker : **tool** = carpenter : **hammer**

3.2 worker : product = baker : bread

3.3 effort : result = paint : painting , write : letter , build : house

3.4 performer : **action** = painter : paint ,

4.1 item : purpose = ruler : measure

4.2 item : category = robin : **bird**

5.1 **object** : **group** =

- wolf : pack :: **tree** : forest :: seagull : flock

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