

## Story Irony

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This is My **Article**:

- **Story Irony**

*It is **About**:*

***Irony***

*A **Term** About  
**Seems***

If:

- How it **Seems**
- Or **is**
- Is Actually **Different**
- Then Sometimes
- **Irony**

*Let's See **Definition***

## Definition Irony

Irony is:

- When Something
- Is **Presented**

*As Such:*

***Presented***

*Then usually  
That Would Be it*

Usually:

- When Something is
- **Presented**
- We **Trust** it
- We **Believe** it

Yet:

*If **Irony**  
Then  
It Would Be  
**Different***

Many Times:

- Irony Plays like
- An **Opposite**

*With **Irony**:*

*How Something  
**Seems** or **is**  
Is Actually **Different***

*This is like:*

**Result**

When We Find:

- Irony
- Then How it **Seems**
- Or **is**
- Is Actually **Different**

**Different** Would Be:

*What it **Would Be**  
**Should Be**  
Or What We Would  
**Think***

*Again:*

*Many Times  
Irony Plays like  
An **Opposite***

So if:

- The **Result**
- Is Actually **Different**
- Or Even **Opposite**
- Then **Irony**

*It Can Even Play:*

*Like An **Opposite***

*An **example** is:*

*Like The **Line***

*Whoa*

*What if it's*

*A **Fake***

*Then **Result** is:*

***Irony***

## **Needing To Check**

If Something is:

- **Presented**
- And it Might Be
- Just **Irony**
- Needing To **Check**

*It is Up To Us:*

*Needing To **Check***

We Should Be **Sure:**

- About **Definition**

*Especially if:*

*We Would **Buy** it*

*Needing To **Check:***

*Like*

*If it is indeed*

*Just **Irony***

## **Example Story**

Hey:

- Look At This **Story**

*We Have All **Heard**:*

***Cart** Before The **Horse***

*This **Phrase**:*

*Is Very **Old***

***Cart** Before The **Horse***

In This **Phrase**:

- Traditional **Use** Was
- The Tomato Lady

*She Would **Use**:*

*The Horse Cart*

**Use** Was:

- Take The **Tomatoes**
- To The **Market**

*Yay:*

*Tomato Lady*

## **Main Definition**

For:

- Tomato Lady
- She Would **Use**
- The Horse Cart

***Use** Was:*

*Take The **Tomatoes**  
To The **Market***

In **Classic** example:

- The Horse Would
- **Pull** The Cart

*Remember:*

*To The **Market***

So:

- **Main** Definition
- For **Example** Story

*The Horse Cart*  
*The Horse Would*  
***Pull*** *The Cart*  
*To The **Market***

*Now The Story:*

*Is **Fun***

*Look **Here***

## **The Cart**

This **Item**:

- The Cart
- We **Know**

*We **Care** About:*

*The Cart*

For example:

- We **Put**
- The **Good** Stuff
- In The Cart

*So:*

***Example*** *Horse Cart*  
*We **Think** of*  
*The Cart*

For Tomato Lady:

- She **Sells** Tomatoes
- In The **Market**

Then **Main** Value:

The Horse Cart  
Is The **Cart**

But is it:

**Irony**

Let's **Look**

## The Horse

In:

- The Horse Cart
- Also The **Horse**

The Horse:

Oh  
What He Cannot **Do**

Afterall:

Who **Pulls** The Cart  
To The **Market**

Whoa The **Horse**

Yay

We **Know** that:

- For Tomato Lady
- The Horse Would
- **Pull** The Cart
- To The **Market**

Then The Horse:

Is **Dynamic**

He is:

The **Strong** One

Remember **Also:**

- The Tomato Lady
- **Returns** From **Market**
- Afterwards

*Who **Brings** Her **Home:***

*The Horse*

*Yay The Horse*

## **More Horse**

Well:

- **About** The Horse

*More Horse is:*

*Whoa*

*His **Attributes***

Horse is:

- Strong
- Honorable
- Well Behaved

*Horse Has:*

***Life***

*Like Organic*

*He Could Be:*

***A Friend***

*So The Horse:*

*Is So **Good***

***Here** in:*

*The Horse Cart*

## The Irony

Well:

- Doesn't it **Show**

***Irony Here:***

*The Horse Cart*

The Cart:

- **Looks So Good**

*Full of **Product**  
A **Bounty** of Potential  
Loaded with **Stuff***

*So The Cart **Seems:***

*So **Important***

Yet:

- The **Main** Player

*What is **Essence:***

*The Horse Cart*

In **Classic** example:

- The Horse Would
- **Pull** The Cart
- To The **Market**

***Without** The Horse:*

*Tomatoes Would **Rot***

In **Classic** example:

- We **Need** The Horse

*The Horse Would  
**Pull** The Cart  
To The **Market***



Tomato Lady:

- **Sells** Tomatoes
- In The **Market**

*The Horse Would  
**Pull** The Cart  
To The **Market***

Though it **Seems**:

- Cart Would **Matter**
- The Horse Would
- **Pull** The Cart
- To The **Market**

*Then Horse is:*

***Main** Player*

*The Cart Would:*

***Hold** The **Goods**  
But  
The Horse Would  
**Pull** The Cart  
To The **Market***

*The Horse is:*

***Main** Player*

## **Review Of Irony**

If Irony:

- How it **Seems**
- Or **is**
- Is Actually **Different**

*So Sometimes:*

***Just** Irony*

**Definition** Irony:

- When Something
- Is **Presented**

*When Something:*

*Is **Presented***

*Then usually*

*That Would Be it*

Yet, if **Irony**:

- The **Result**
- Fact

*When We **Find**:*

***Irony***

*Then*

*How it **Seems***

*Or **is***

*Is Actually **Different***

***Different** Would Be:*

*What it **Would Be***

***Should Be***

*Or What We Would*

***Think***

**Example** Story:

- The Horse Cart

*The Horse is:*

***Main** Player*

The Cart Would:

- **Hold** The Goods
- And **Look** Pretty
- But
- The Horse Would
- **Pull** The Cart
- To The **Market**

*Then Horse is:*

***Main** Player*

## ENDING

Remember:

- **Irony**

*Many Times  
Irony Plays like  
An **Opposite***

So if:

- The **Result**
- Is Actually **Different**
- Or Even **Opposite**
- Then **Irony**

*In Horse Cart:*

*The Cart **Looks** Pretty  
**Full of Goods**  
But  
The Horse Would  
**Pull** The Cart  
To The **Market***

*The Cart:*

*Does Not **Tell**  
Horse What To **Do**  
No*

The Horse:

- Would **Pull**
- The Cart
- To The **Market**

*The Cart:*

*Does Not **Tell**  
Horse What To **Do**  
No*

*So Even if:*

*The Cart **Looks** Good*

*The Horse is:*

***Main Player***

***Article is:***

***Story Irony***