# Loneliness and friendship

A work that considers friendship to include family and relatives

I have no concept of loneliness, and here's why:

- 1. I can come up with ideas and make decisions on my own.
- 2. Even if the answer in 1 turns out to be wrong, it's still my own answer that I'm satisfied with.
- 3. I can make decisions and implement them in a very short amount of time.

This answer is based on the foundation of safety, and because we consider and decide things from every perspective, it is also a decision made after ensuring safety.

That is why we always use the word "legal":

"Legal" refers solely to the scope of criminal law, and does not include customary morals, ethics, or common sense.

# Reference work ① Reference work ②

However, the above rules are only from the perspective of the matter being discussed, and "consulting" and "having a fun time" are completely different things.

### Loneliness = lonely

This concept is ultimately a subjective one's own psychology, and if you are not lonely even when you are alone, then you cannot be said to be lonely. The concept of loneliness is something that is expressed from a general social perspective.

# Having friends = not being lonely

This concept leaves some doubts.

For example, how much contact or conversation is necessary to become friends? This is also a subjective psychology,

and even if you think of someone as a friend, there may be cases like that.

However, since you subjectively consider them friends, they are definitely "friends."

#### As an extreme example...

\*World population - 1 person (you) = friend But if that's how you feel, then you're a "friend."

\*We don't consult, but we have a friendly atmosphere as if we're having fun together.

(Making important decisions on our own, etc.)

\*If you think of non-humans as "friends," then they too become "friends."

By the way, in Osaka, a friend is also called "tsure," which is different from the general meaning of "tsure" in the Kansai region and north, which refers to a companion or spouse.