***Faculté des Sciences
Institut d’Informatique
Bibliothèque
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Bâtiment B, 2e étage
2000 Neuchâtel***

*Classification des ouvrages*The ACM Computing Classification System (1998)
(Association for computing machinery)

* A. General Literature
	+ A.0 GENERAL
	+ A.1 INTRODUCTORY AND SURVEY
	+ A.2 REFERENCE (e.g., dictionaries, encyclopedias, glossaries)
	+ A.m MISCELLANEOUS
* B. Hardware
	+ B.0 GENERAL
	+ B.1 CONTROL STRUCTURES AND MICROPROGRAMMING
		- B.1.0 General
		- B.1.1 Control Design Styles
		- B.1.2 Control Structure Performance Analysis and Design Aids
		- B.1.3 Control Structure Reliability, Testing, and Fault-Tolerance
		- B.1.4 Microprogram Design Aids
		- B.1.5 Microcode Applications
		- B.1.m Miscellaneous
	+ B.2 ARITHMETIC AND LOGIC STRUCTURES
		- B.2.0 General
		- B.2.1 Design Styles
		- B.2.2 Performance Analysis and Design
		- B.2.3 Reliability, Testing, and Fault-Tolerance
		- B.2.4 High-Speed Arithmetic
		- B.2.m Miscellaneous
	+ B.3 MEMORY STRUCTURES
		- B.3.0 General
		- B.3.1 Semiconductor Memories
		- B.3.2 Design Styles)
		- B.3.3 Performance Analysis and Design Aids
		- B.3.4 Reliability, Testing, and Fault-Tolerance
		- B.3.m Miscellaneous
	+ B.4 INPUT/OUTPUT AND DATA COMMUNICATIONS
		- B.4.0 General
		- B.4.1 Data Communications Devices
		- B.4.2 Input/Output Devices
		- B.4.3 Interconnections (Subsystems)
		- B.4.4 Performance Analysis and Design Aids
		- B.4.5 Reliability, Testing, and Fault-Tolerance
		- B.4.m Miscellaneous
	+ B.5 REGISTER-TRANSFER-LEVEL IMPLEMENTATION
		- B.5.0 General
		- B.5.1 Design
		- B.5.2 Design Aids
		- B.5.3 Reliability and Testing
		- B.5.m Miscellaneous
	+ B.6 LOGIC DESIGN
		- B.6.0 General
		- B.6.1 Design Styles
		- B.6.2 Reliability and Testing
		- B.6.3 Design Aids
		- B.6.m Miscellaneous
	+ B.7 INTEGRATED CIRCUITS
		- B.7.0 General
		- B.7.1 Types and Design Styles
		- B.7.2 Design Aids
		- B.7.3 Reliability and Testing
		- B.7.m Miscellaneous
	+ B.8 PERFORMANCE AND RELIABILITY
		- B.8.0 General
		- B.8.1 Reliability, Testing, and Fault-Tolerance
		- B.8.2 Performance Analysis and Design Aids
		- B.8.m Miscellaneous
	+ B.m MISCELLANEOUS
* C. Computer Systems Organization
	+ C.0 GENERAL
	+ C.1 PROCESSOR ARCHITECTURES
		- C.1.0 General
		- C.1.1 Single Data Stream Architectures
		- C.1.2 Multiple Data Stream Architectures (Multiprocessors)
		- C.1.3 Other Architecture Styles
		- C.1.4 Parallel Architectures
		- C.1.m Miscellaneous
	+ C.2 COMPUTER-COMMUNICATION NETWORKS
		- C.2.0 General
		- C.2.1 Network Architecture and Design
		- C.2.2 Network Protocols
		- C.2.3 Network Operations
		- C.2.4 Distributed Systems
		- C.2.5 Local and Wide-Area Networks
		- C.2.6 Internetworking
		- C.2.m Miscellaneous
	+ C.3 SPECIAL-PURPOSE AND APPLICATION-BASED SYSTEMS
	+ C.4 PERFORMANCE OF SYSTEMS
	+ C.5 COMPUTER SYSTEM IMPLEMENTATION
		- C.5.0 General
		- C.5.1 Large and Medium (``Mainframe'') Computers
		- C.5.2 Minicomputers
		- C.5.3 Microcomputers
		- C.5.4 VLSI Systems
		- C.5.5 Servers
		- C.5.m Miscellaneous
	+ C.m MISCELLANEOUS
* D. Software
	+ D.0 GENERAL
	+ D.1 PROGRAMMING TECHNIQUES
		- D.1.0 General
		- D.1.1 Applicative (Functional) Programming
		- D.1.2 Automatic Programming
		- D.1.3 Concurrent Programming
		- D.1.4 Sequential Programming
		- D.1.5 Object-oriented Programming
		- D.1.6 Logic Programming
		- D.1.7 Visual Programming
		- D.1.m Miscellaneous
	+ D.2 SOFTWARE ENGINEERING
		- D.2.0 General
		- D.2.1 Requirements/Specifications
		- D.2.2 Design Tools and Techniques
		- D.2.3 Coding Tools and Techniques
		- D.2.4 Software/Program Verification
		- D.2.5 Testing and Debugging
		- D.2.6 Programming Environments
		- D.2.7 Distribution, Maintenance, and Enhancement
		- D.2.8 Metrics
		- D.2.9 Management
		- D.2.10 Design
		- D.2.11 Software Architectures
		- D.2.12 Interoperability
		- D.2.13 Reusable Software
		- D.2.m Miscellaneous
	+ D.3 PROGRAMMING LANGUAGES
		- D.3.0 General
		- D.3.1 Formal Definitions and Theory
		- D.3.2 Language Classifications
		- D.3.3 Language Constructs and Features
		- D.3.4 Processors
		- D.3.m Miscellaneous
	+ D.4 OPERATING SYSTEMS
		- D.4.0 General
		- D.4.1 Process Management
		- D.4.2 Storage Management
		- D.4.3 File Systems Management
		- D.4.4 Communications Management
		- D.4.5 Reliability
		- D.4.6 Security and Protection
		- D.4.7 Organization and Design
		- D.4.8 Performance
		- D.4.9 Systems Programs and Utilities
		- D.4.m Miscellaneous
	+ D.m MISCELLANEOUS
* E. Data
	+ E.0 GENERAL
	+ E.1 DATA STRUCTURES
	+ E.2 DATA STORAGE REPRESENTATIONS
	+ E.3 DATA ENCRYPTION
	+ E.4 CODING AND INFORMATION THEORY
	+ E.5 FILES
	+ E.m MISCELLANEOUS
* F. Theory of Computation
	+ F.0 GENERAL
	+ F.1 COMPUTATION BY ABSTRACT DEVICES
		- F.1.0 General
		- F.1.1 Models of Computation
		- F.1.2 Modes of Computation
		- F.1.3 Complexity Measures and Classes
		- F.1.m Miscellaneous
	+ F.2 ANALYSIS OF ALGORITHMS AND PROBLEM COMPLEXITY
		- F.2.0 General
		- F.2.1 Numerical Algorithms and Problems
		- F.2.2 Nonnumerical Algorithms and Problems
		- F.2.3 Tradeoffs between Complexity Measures
		- F.2.m Miscellaneous
	+ F.3 LOGICS AND MEANINGS OF PROGRAMS
		- F.3.0 General
		- F.3.1 Specifying and Verifying and Reasoning about Programs
		- F.3.2 Semantics of Programming Languages
		- F.3.3 Studies of Program Constructs
		- F.3.m Miscellaneous
	+ F.4 MATHEMATICAL LOGIC AND FORMAL LANGUAGES
		- F.4.0 General
		- F.4.1 Mathematical Logic
		- F.4.2 Grammars and Other Rewriting Systems
		- F.4.3 Formal Languages
		- F.4.m Miscellaneous
	+ F.m MISCELLANEOUS
* G. Mathematics of Computing
	+ G.0 GENERAL
	+ G.1 NUMERICAL ANALYSIS
		- G.1.0 General
		- G.1.1 Interpolation
		- G.1.2 Approximation
		- G.1.3 Numerical Linear Algebra
		- G.1.4 Quadrature and Numerical Differentiation
		- G.1.5 Roots of Nonlinear Equations
		- G.1.6 Optimization
		- G.1.7 Ordinary Differential Equations
		- G.1.8 Partial Differential Equations
		- G.1.9 Integral Equations
		- G.1.m Miscellaneous
	+ G.2 DISCRETE MATHEMATICS
		- G.2.0 General
		- G.2.1 Combinatorics
		- G.2.2 Graph Theory
		- G.2.3 Applications
		- G.2.m Miscellaneous
	+ G.3 PROBABILITY AND STATISTICS
	+ G.4 MATHEMATICAL SOFTWARE
	+ G.m MISCELLANEOUS
* H. Information Systems
	+ H.0 GENERAL
	+ H.1 MODELS AND PRINCIPLES
		- H.1.0 General
		- H.1.1 Systems and Information Theory
		- H.1.2 User/Machine Systems
		- H.1.m Miscellaneous
	+ H.2 DATABASE MANAGEMENT
		- H.2.0 General
		- H.2.1 Logical Design
		- H.2.2 Physical Design
		- H.2.3 Languages
		- H.2.4 Systems
		- H.2.5 Heterogeneous Databases
		- H.2.6 Database Machines
		- H.2.7 Database Administration
		- H.2.8 Database Applications
		- H.2.m Miscellaneous
	+ H.3 INFORMATION STORAGE AND RETRIEVAL
		- H.3.0 General
		- H.3.1 Content Analysis and Indexing
		- H.3.2 Information Storage
		- H.3.3 Information Search and Retrieval
		- H.3.4 Systems and Software
		- H.3.5 Online Information Services
		- H.3.6 Library Automation
		- H.3.7 Digital Libraries
		- H.3.m Miscellaneous
	+ H.4 INFORMATION SYSTEMS APPLICATIONS
		- H.4.0 General
		- H.4.1 Office Automation
		- H.4.2 Types of Systems
		- H.4.3 Communications Applications
	+ H.5 INFORMATION INTERFACES AND PRESENTATION (e.g., HCI)
		- H.5.0 General
		- H.5.1 Multimedia Information Systems
		- H.5.2 User Interfaces
		- H.5.3 Group and Organization Interfaces
		- H.5.4 Hypertext/Hypermedia
		- H.5.5 Sound and Music Computing
		- H.5.m Miscellaneous
	+ H.m MISCELLANEOUS
* I. Computing Methodologies
	+ I.0 GENERAL
	+ I.1 SYMBOLIC AND ALGEBRAIC MANIPULATION
		- I.1.0 General
		- I.1.1 Expressions and Their Representation
		- I.1.2 Algorithms
		- I.1.3 Languages and Systems
		- I.1.4 Applications
		- I.1.m Miscellaneous
	+ I.2 ARTIFICIAL INTELLIGENCE
		- I.2.0 General
		- I.2.1 Applications and Expert Systems
		- I.2.2 Automatic Programming
		- I.2.3 Deduction and Theorem Proving
		- I.2.4 Knowledge Representation Formalisms and Methods
		- I.2.5 Programming Languages and Software
		- I.2.6 Learning
		- I.2.7 Natural Language Processing
		- I.2.8 Problem Solving, Control Methods, and Search
		- I.2.9 Robotics
		- I.2.10 Vision and Scene Understanding
		- I.2.11 Distributed Artificial Intelligence
		- I.2.m Miscellaneous
	+ I.3 COMPUTER GRAPHICS
		- I.3.0 General
		- I.3.1 Hardware Architecture
		- I.3.2 Graphics Systems
		- I.3.3 Picture/Image Generation
		- I.3.4 Graphics Utilities
		- I.3.5 Computational Geometry and Object Modeling
		- I.3.6 Methodology and Techniques
		- I.3.7 Three-Dimensional Graphics and Realism
		- I.3.8 Applications
		- I.3.m Miscellaneous
	+ I.4 IMAGE PROCESSING AND COMPUTER VISION
		- I.4.0 General
		- I.4.1 Digitization and Image Capture
		- I.4.2 Compression (Coding)
		- I.4.3 Enhancement
		- I.4.4 Restoration
		- I.4.5 Reconstruction
		- I.4.6 Segmentation
		- I.4.7 Feature Measurement
		- I.4.8 Scene Analysis
		- I.4.9 Applications
		- I.4.10 Image Representation
		- I.4.m Miscellaneous
	+ I.5 PATTERN RECOGNITION
		- I.5.0 General
		- I.5.1 Models
		- I.5.2 Design Methodology
		- I.5.3 Clustering
		- I.5.4 Applications
		- I.5.5 Implementation
		- I.5.m Miscellaneous
	+ I.6 SIMULATION AND MODELING
		- I.6.0 General
		- I.6.1 Simulation Theory
		- I.6.2 Simulation Languages
		- I.6.3 Applications
		- I.6.4 Model Validation and Analysis
		- I.6.5 Model Development
		- I.6.6 Simulation Output Analysis
		- I.6.7 Simulation Support Systems
		- I.6.8 Types of Simulation
		- I.6.m Miscellaneous
	+ I.7 DOCUMENT AND TEXT PROCESSING
		- I.7.0 General
		- I.7.1 Document and Text Editing
		- I.7.2 Document Preparation
		- I.7.3 Index Generation
		- I.7.4 Electronic Publishing
		- I.7.5 Document Capture
		- I.7.m Miscellaneous
	+ I.m MISCELLANEOUS
* J. Computer Applications
	+ J.0 GENERAL
	+ J.1 ADMINISTRATIVE DATA PROCESSING
	+ J.2 PHYSICAL SCIENCES AND ENGINEERING
	+ J.3 LIFE AND MEDICAL SCIENCES
	+ J.4 SOCIAL AND BEHAVIORAL SCIENCES
	+ J.5 ARTS AND HUMANITIES
	+ J.6 COMPUTER-AIDED ENGINEERING
	+ J.7 COMPUTERS IN OTHER SYSTEMS
	+ J.m MISCELLANEOUS
* K. Computing Milieux
	+ K.0 GENERAL
	+ K.1 THE COMPUTER INDUSTRY
	+ K.2 HISTORY OF COMPUTING
	+ K.3 COMPUTERS AND EDUCATION
		- K.3.0 General
		- K.3.1 Computer Uses in Education
		- K.3.2 Computer and Information Science Education
		- K.3.m Miscellaneous
	+ K.4 COMPUTERS AND SOCIETY
		- K.4.0 General
		- K.4.1 Public Policy Issues
		- K.4.2 Social Issues
		- K.4.3 Organizational Impacts
		- K.4.4 Electronic Commerce
		- K.4.m Miscellaneous
	+ K.5 LEGAL ASPECTS OF COMPUTING
		- K.5.0 General
		- K.5.1 Hardware/Software Protection
		- K.5.2 Governmental Issues
		- K.5.m Miscellaneous
	+ K.6 MANAGEMENT OF COMPUTING AND INFORMATION SYSTEMS
		- K.6.0 General
		- K.6.1 Project and People Management
		- K.6.2 Installation Management
		- K.6.3 Software Management
		- K.6.4 System Management
		- K.6.5 Security and Protection
		- K.6.m Miscellaneous
	+ K.7 THE COMPUTING PROFESSION
		- K.7.0 General
		- K.7.1 Occupations
		- K.7.2 Organizations
		- K.7.3 Testing, Certification, and Licensing
		- K.7.4 Professional Ethics
		- K.7.m Miscellaneous
	+ K.8 PERSONAL COMPUTING
		- K.8.0 General
		- K.8.1 Application Packages
		- K.8.2 Hardware
		- K.8.3 Management/Maintenance
		- K.8.m Miscellaneous
	+ K.m MISCELLANEOUS