***Faculté des Sciences  
Institut d’Informatique  
Bibliothèque  
Rue Emile-Argand 11  
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