

Svensk översättning av The ACM Computing Classification System (1998)

Senast ändrad 2011

	Engelsk rubrik	Svensk rubrik	Klar
A	General Literature	Allmän litteratur	+
A 0	GENERAL	ALLMÄNT	+
	Biographies/autobiographies	Biografier/självbiografier	+
	Conference proceedings	Konferenshandlingar	+
	General literary works (e.g., fiction, plays)	Allmän litterär produktion (t.ex. skönlitteratur, dramatik)	+
A 1	INTRODUCTORY AND SURVEY	Introduktion och överblick	-
A 2	REFERENCE (e.g., dictionaries, encyclopedias, glossaries)	Referensverk (t.ex. lexikon, encyklopedier, ordlistor)	-
A m	MISCELLANEOUS	BLANDAT	-
B	Hardware	Maskinvara	+
B 0	GENERAL	ALLMÄNT	+
B 1	CONTROL STRUCTURES AND MICROPROGRAMMING (3.2)	KONTROLLSTRUKTURER OCH MIKROPROGRAMMERING	+
B 1 0	General	Allmänt	+
	1 Control Design Styles	Kontrolldesignmodeller	-
	Hardwired control [**]	Fast kopplad styrning [**]	+
	Microprogrammed logic arrays [**]	Mikroprogrammerade logiska matriser [**]	+
	Writable control store [**]	Skrivbart styrminne [**]	+
	2 Control Structure Performance Analysis and Design Aids	Styrstrukturer: hjälpmedel för prestandaanlys och konstruktion	-
	Automatic synthesis [**]	Automatisk syntes [**]	+
	Formal models [**]	Formella modeller	+
	Simulation [**]	Simulering [**]	+
	3 Control Structure Reliability, Testing, and Fault-Tolerance [**] (8)	Styrstrukturer: tillförlitlighet, provning och feltolerans [**] (8)	+
	Diagnostics [**]	Diagnostik [**]	+
	Error-checking [**]	Felkontroll [**]	+
	Redundant design [**]	Redundant konstruktion [**]	+
	Test generation [**]	Testgenerering [**]	+
	4 Microprogram Design Aids (2.2, 2.4, 3.2, 3.4)	Mikroprogram: konstruktionshjälpmedel	-
	Firmware engineering [**]	Konstruktion i fasta program [**]	+
	Languages and compilers	Språk och kompilatorer	+
	Machine-independent microcode generation [**]	Maskinberoende generering av mikrokod [**]	+
	Optimization	Optimering	+
	Verification [**]	Verifiering [**]	+
	5 Microcode Applications	Mikrokodtillämpningar	+
	Direct data manipulation [**]	Direkt datamanipulering [**]	+
	Firmware support of operating systems/instruction sets [**]	Stöd för operativsystem/instruktionsuppsättningar via fasta program	+
	Instruction set interpretation	Tolkning av instruktionsuppsättningar	-
	Peripheral control [**]	Styrning av kringutrustning [**]	-
	Special-purpose [**]	Specialändamål [**]	+
	Miscellaneous	Blandat	+
B 2	ARITHMETIC AND LOGIC STRUCTURES	ARITMETISKA OCH LOGISKA STRUKTURER	+
B 2 0	General	Allmänt	+
	1 Design Styles (C.1.1, C.1.2)	Designmodeller	-
	Calculator [**]	Räknare [**]	+
	Parallel	Parallella	+
	Pipeline	Pipeline	+
	2 Performance Analysis and Design Aids [**] (8)	Hjälpmedel för prestandaanlys och konstruktion [**] (8)	+
	Simulation [**]	Simulering [**]	+
	Verification [**]	Verifiering [**]	+
	Worst-case analysis [**]	Worst case-analysis [**]	+
	3 Reliability, Testing, and Fault-Tolerance [**] (8)	Tillförlitlighet, provning och feltolerans [**] (8)	+
	Diagnostics [**]	Diagnostik [**]	+
	Error-checking [**]	Felkontroll [**]	+
	Redundant design [**]	Redundant konstruktion [**]	+
	Test generation [**]	Testgenerering [**]	+
	4 High-Speed Arithmetic	Höghastighetsaritmetik	+
	Algorithms	Algoritmer	+
	Cost/performance	Kostnad/prestanda	+
m	Miscellaneous	Blandat	+
B 3	MEMORY STRUCTURES	MINNESSTRUKTURER	+
B 3 0	General	Allmänt	+
	1 Semiconductor Memories (7.1)	Halvledarminnen (7.1)	+
	Dynamic memory (DRAM)	Dynamiskt RAM-minne (DRAM)	+
	Read-only memory (ROM)	Läsminne (ROM)	+
	Static memory (SRAM)	Statiskt minne (SRAM)	+
	2 Design Styles (4.2)	Konstruktionsmetoder	+
	Associative memories	Associativa minnen	+
	Cache memories	Cacheminnen	+
	Interleaved memories [**]	Flätade minnen [**]	+
	Mass storage (e.g., magnetic, optical, RAID)	Masslagring (t.ex. magnetisk, optisk, RAID)	+
	Primary memory	Primärminne	+
	Sequential-access memory [**]	Sekventiellt minne	+

		Shared memory	Delat minne	+
		Virtual memory	Virtuellt minne	+
B	3	3 Performance Analysis and Design Aids [**] (8, C.4)	Hjälpmedel för prestandaanalys och design [**] (8, C.4)	
		Formal models [**]	Formella modeller [**]	+
		Simulation [**]	Simulering [**]	+
		Worst-case analysis [**]	Worst case-analys [**]	+
B	3	4 Reliability, Testing, and Fault-Tolerance [**] (8)	Tillförlitlighet, provning och feltolerans [**] (8)	+
		Diagnostics [**]	Diagnostik [**]	+
		Error-checking [**]	Felkontroll [**]	+
		Redundant design [**]	Redundant konstruktion [**]	+
		Test generation [**]	Testgenerering [**]	+
	m	Miscellaneous	Blandat	+
B	4	INPUT/OUTPUT AND DATA COMMUNICATIONS	IN- OCH UTMATNING OCH DATAKOMMUNIKATION	+
	0	General	Allmänt	+
	1	Data Communications Devices	Datakommunikationsenheter	+
		Processors [**]	Processorer [**]	+
		Receivers (e.g., voice, data, image) [**]	Mottagare (t.ex. röst, data, bild) [**]	-
		Transmitters [**]	Sändare [**]	+
	2	Input/Output Devices	In- och utenheter	+
		Channels and controllers	Kanaler och kontrollenheter	
		Data terminals and printers	Dataterminaler och skrivare	+
		Image display	Bildvisning	
		Voice	Röst	
	3	Interconnections (Subsystems)	Asynkront/synkront funktionssätt	
		Asynchronous/synchronous operation	Fiberoptik	+
		Fiber optics	Gränssnitt	+
		Interfaces	Parallell I/O	
		Parallel I/O	Fysiska strukturer (t.ex. bakplan, kablar, chipsbärare)	
		Physical structures (e.g., backplanes, cables, chip carriers) [**]	Topologi (t.ex. buss, punkt till punkt)	
		Topology (e.g., bus, point-to-point)	Hjälpmedel för prestandaanalys- och konstruktion [**] (8)	
	4	Performance Analysis and Design Aids [**] (8)		
		Formal models [**]	Simulering [**]	+
		Simulation [**]	Verifiering [**]	+
		Verification [**]	Worst case-analys [**]	+
		Worst-case analysis [**]	Tillförlitlighet, provning och feltolerans [**] (8)	+
	5	Reliability, Testing, and Fault-Tolerance [**] (8)	Inbyggda tester [**]	+
		Built-in tests [**]	Diagnostik [**]	+
		Diagnostics [**]	Felkontroll [**]	+
		Error-checking [**]	Tillförlitlighet hos maskinvara	
		Hardware reliability [**]	Redundant konstruktion [**]	
		Redundant design [**]	Testgenerering [**]	+
		Test generation [**]	Blandat	+
	m	Miscellaneous		
B	5	REGISTER-TRANSFER-LEVEL IMPLEMENTATION	REGISTER - ÖVERFÖRING - NIVÅIMPLEMENTERING	+
	0	General	Allmänt	+
	1	Design	Konstruktion	
		Arithmetic and logic units	Aritmetiska och logiska enheter	+
		Control design	Kontrolldesign	
		Data-path design	Minnesdesign	
		Memory design	Modeller (t.ex. parallell, rörledning, specialanpassat)	
		Styles (e.g., parallel, pipeline, special-purpose)	Designhjälpmedel	
	2	Design Aids	Automatisk syntes	
		Automatic synthesis	Beskrivningspråk för maskinvara	
		Hardware description languages	Optimering	+
		Optimization	Simulering	+
		Simulation	Verifiering	+
		Verification	Tillförlitlighet och provning	
	3	Reliability and Testing [**] (8)	Inbyggda tester [**]	
		Built-in tests [**]	Felkontroll [**]	+
		Error-checking [**]	Redundant konstruktion [**]	
		Redundant design [**]	Testgenerering [**]	
		Test generation [**]	Testbarhet [**]	
		Testability [**]	Blandat	+
	m	Miscellaneous		
B	6	LOGISK DESIGN	LOGISK DESIGN	+
	0	General	Allmänt	+
	1	Design Styles	Designmodeller	
		Cellular arrays and automata	Kombinatorisk logik	
		Combinational logic	Logiska grindar	
		Logic arrays	Minneskontroll och åtkomst [**]	
		Memory control and access [**]	Minne använt som logik [**]	
		Memory used as logic [**]	Parallella kretsar	
		Parallel circuits		

	Sequential circuits	Sekventiella kretsar	
2	Reliability and Testing [**] (8)	Tillförlitlighet och provning	
	Built-in tests [**]	Inbyggda tester [**]	+
	Error-checking [**]	Felkontroll [**]	+
	Redundant design [**]	Redundant konstruktion [**]	
	Test generation [**]	Testgenerering [**]	
	Testability [**]	Testbarhet [**]	
3	Design Aids	Designhjälpmedel	
	Automatic synthesis	Automatisk syntes	
	Hardware description languages	Beskrivningsspråk för maskinvara	
	Optimization	Optimering	+
	Simulation	Simulering	+
	Switching theory		
	Verification	Verifiering	+
m	Miscellaneous	Blandat	+
B 7	INTEGRATED CIRCUITS	INTEGRERADE KRETSAR	+
0	General	Allmänt	+
1	Types and Design Styles	Typer och designmodeller	
	Advanced technologies	Avancerade tekniker	
	Algorithms implemented in hardware	Algoritmer implementerade i maskinvara	+
	Gate arrays	Logiska grindar	
	Input/output circuits	In/utmatningskretsar	
	Memory technologies	Minnestekniker	+
	Microprocessors and microcomputers	Mikroprocessorer och mikrodatorer	+
	Standard cells [**]	Standardceller [**]	
	VLSI (very large scale integration)	VLSI	
2	Design Aids	Designhjälpmedel	
	Graphics	Grafik	
	Layout	Layout	+
	Placement and routing		
	Simulation	Simulering	+
	Verification	Verifiering	+
3	Reliability and Testing [**] (8)	Tillförlitlighet och provning [**] (8)	
	Built-in tests [**]	Inbyggda tester [**]	
	Error-checking [**]	Felkontroll [**]	+
	Redundant design [**]	Redundant design [**]	
	Test generation [**]	Testgenerering [**]	
	Testability [**]	Testbarhet [**]	
m	Miscellaneous	Blandat	+
B 8	PERFORMANCE AND RELIABILITY (C.4)	Prestanda och tillförlitlighet (C.4)	+
0	General	Allmänt	+
1	Reliability, Testing, and Fault-Tolerance	Tillförlitlighet, provning och feltolerans	
2	Performance Analysis and Design Aids	Hjälpmedel för prestandaanalys och konstruktion	
m	Miscellaneous	Blandat	+
m	MISCELLANEOUS	BLANDAT	+
	Design management	Designstyrning	
C	Computer Systems Organization	Organisation av datorsystem	
C 0	GENERAL	ALLMÄNT	+
	Hardware/software interfaces	Maskin- och programvarugränssnitt	
	Instruction set design (e.g., RISC, CISC, VLIW)	Design av instruktionsuppsättningar (t.ex. RISC, CISC, VLIW)	
	Modeling of computer architecture	Modellering av datorarkitektur	+
	System architectures	Systemarkitekturer	+
	Systems specification methodology	Metoder för systemspecificering	
C 1	PROCESSOR ARCHITECTURES	PROCESSORARKITEKTURER	+
0	General	Allmänt	+
1	Single Data Stream Architectures	Arkitekturer med singeldataström	
	Multiple-instruction-stream, single-data-stream processors (MISD) [**]	Processorer med flerinstruktionsström och singeldataström	
	Pipeline processors [**]	Pipelineprocessorer	
	RISC/CISC, VLIW architectures	RISC/CISC-, VLIW-arkitekturer	+
	Single-instruction-stream, single-data-stream processors (SISD) [**]	Processorer med singelinstruktionsström och singeldataström	
	Von Neumann architectures [**]	Von Neumann-arkitekturer	+
2	Multiple Data Stream Architectures (Multiprocessors)	Arkitekturer med flera dataströmmar (multiprocessorer)	
	Array and vector processors		
	Associative processors	Associativa processorer	+
	Connection machines		
	Interconnection architectures (e.g., common bus, multiport memory, crossbar switch)		
	Multiple-instruction-stream, multiple-data-stream processors (MIMD)	Arkitekturer med flerinstruktionsström och flerdataström	
	Parallel processors [**]	Parallella processorer [**]	+
	Pipeline processors [**]	Rörlednings (pipeline) processorer	
	Single-instruction-stream, multiple-data-stream processors (SIMD)	Processorer med singelinstruktionsström och flerdataström	
3	Other Architecture Styles	Övriga arkitekturmodeller	
	Adaptable architectures	Anpassningsbara arkitekturer	+
	Analog computers	Analoga datorer	+

	Capability architectures [**]	Kapabilitetsarkitekturer	
	Cellular architecture (e.g., mobile)	Cellulär arkitektur (t.ex. mobil)	
	Data-flow architectures	Dataflödesarkitekturer	
	Heterogeneous (hybrid) systems	Heterogena (hybrid-) system	
	High-level language architectures [**]	Arkitekturer för högnivåspråk [**]	+
	Neural nets	Neuronnät	+
	Pipeline processors	Rörlednings (pipeline) processorer	
	Stack-oriented processors [**]	Stackorienterade processorer [**]	
4	Parallel Architectures	Parallella arkitekturer	+
	Distributed architectures	Distribuerade arkitekturer	+
	Mobile processors	Mobila processorer	
	Miscellaneous	Blandat	+
	Analog computers [**]	Analoga datorer [**]	+
	Hybrid systems [**]	Hybridsystem [**]	+
C 2	COMPUTER-COMMUNICATION NETWORKS	Datakommunikationsnät	
0	General	Allmänt	+
	Data communications	Datakommunikation	
	Open Systems Interconnection reference model (OSI)	OSI referensmodell	
	Security and protection (e.g., firewalls)	Säkerhet och skydd (t.ex. brandväggar)	+
1	Network Architecture and Design	Nätarkitektur och design	+
	Asynchronous Transfer Mode (ATM)	Asynkron överföringsmod (ATM)	
	Centralized networks [**]	Centraliserade nät [**]	
	Circuit-switching networks	Kretskopplade nät	+
	Distributed networks	Distribuerade nät	
	Frame relay networks	Frame relay-nät	
	ISDN (Integrated Services Digital Network)	ISDN	
	Network communications		
	Network topology	Nättopologi	
	Packet-switching networks	Paketförmedlade nät	+
	Store and forward networks		
	Wireless communication	Trådlös kommunikation	+
2	Network Protocols	Nätprotokoll	
	Applications (SMTP, FTP, etc.)	Tillämpningar (SMTP, FTP etc.)	+
	Protocol architecture (OSI model)	Protokollarkitekturer (OSI-modellen)	+
	Protocol verification	Protokollverifiering	+
	Routing protocols	Routingprotokoll	
3	Network Operations	Nät drift	
	Network management	Nätstyrning	
	Network monitoring	Nätövervakning	
	Public networks	Allmänna nät	+
4	Distributed Systems	Distribuerade system	+
	Client/server	Klient-server	
	Distributed applications	Distribuerade tillämpningar	+
	Distributed databases	Distribuerade databaser	+
	Network operating systems	Nätoperativsystem	+
5	Local and Wide-Area Networks	Lokala och ... nät	
	Access schemes	Åtkomstscheman	
	Buses	Bussar	
	Ethernet (e.g., CSMA/CD)	Ethernet (t.ex. CSMA/CD)	+
	High-speed (e.g., FDDI, fiber channel, ATM)	Höghastighet (t.ex. FDDI, fibre channel, ATM)	
	Internet (e.g., TCP/IP)	Internet (t.ex. TCP/IP)	+
	Token rings	Token ring	+
6	Internetworking (2)		
	Routers	Routrar	
	Standards (e.g., TCP/IP)	Standarder (t.ex., TCP/IP)	+
m	Miscellaneous	Blandat	+
C 3	SPECIAL-PURPOSE AND APPLICATION-BASED SYSTEMS (J.7)	TILLÄMPNINGSBASERADE SYSTEM OCH SYSTEM FÖR SPECIELLA ÄNDAMÅL	
	Microprocessor/microcomputer applications	Mikroprocessor/mikrodator-tillämpningar	
	Process control systems	Processstyrningssystem	+
	Real-time and embedded systems	Realtidssystem och inbyggda system	+
	Signal processing systems	Signalbehandlingssystem	+
	Smartcards	Smartkort	
C 4	PERFORMANCE OF SYSTEMS	PRESTANDA FÖR SYSTEM	
	Design studies	Designstudier	
	Fault tolerance	Feltolerans	+
	Measurement techniques	Mätningstekniker	
	Modeling techniques	Modelleringstekniker	
	Performance attributes	Prestandaattribut	
	Reliability, availability, and serviceability	Tillförlitlighet, tillgänglighet och servicevänlighet	
C 5	COMPUTER SYSTEM IMPLEMENTATION	INFÖRANDE AV DATORSYSTEM	
0	General	Allmänt	+
1	Large and Medium ("Mainframe") Computers	Stora och mellanstora datorer ("stordatorer")	+
	Super (very large) computers	Superdatorer (mycket stora datorer)	+

	2	Minicomputers [**]	Minidatorer [**]	+
	3	Microcomputers	Mikrodatorer	+
		Microprocessors	Mikroprocessorer	+
		Personal computers	Persondatorer	+
		Portable devices (e.g., laptops, personal digital assistants)	Bärbara enheter (t.ex. portföljdatorer, handdatorer)	+
		Workstations	Arbetsstationer	+
	4	VLSI Systems	VLSI-system	+
	5	Servers	Serverar	+
m		Miscellaneous	Blandat	+
m		MISCELLANEOUS	BLANDAT	+
D		Software	Program	
D	0	GENERAL	ALLMÄNT	+
D	1	PROGRAMMING TECHNIQUES (E)	PROGRAMMERINGSTEKNIK (E)	
	0	General	Allmänt	+
	1	Applicative (Functional) Programming	Applikativ (funktionell programmering)	
	2	Automatic Programming (1.2.2)	Automatisk programmering (1.2.2)	
	3	Concurrent Programming	Jämlöpande programmering	
		Distributed programming	Distribuerad programmering	
		Parallel programming	Parallell programmering	
	4	Sequential Programming	Sekventiell programmering	
	5	Object-oriented Programming	Objektorienterad programmering	
	6	Logic Programming	Logikprogrammering	+
	7	Visual Programming	Visuell programmering	
m		Miscellaneous	Blandat	
D	2	SOFTWARE ENGINEERING (K.6.3)	Programkonstruktion	
	0	General (K.5.1)	Allmänt (K.5.1)	
		Protection mechanisms	Skyddsmekanismer	
		Standards	Standarder	+
	1	Requirements/Specifications (3.1)	Kravspecifikationer	
		Elicitation methods (e.g., rapid prototyping, interviews, JAD)	Framlockningsmetoder (t.ex. prototypsystem, intervjuer, JAD)	
		Languages	Språk	
		Methodologies (e.g., object-oriented, structured)	Metoder (t.ex. objektorienterade, strukturerade)	
		Tools	Verktyg	+
	2	Design Tools and Techniques	Designverktyg och designtekniker	
		Computer-aided software engineering (CASE)	Datorstödd programkonstruktion (CASE)	
		Decision tables	Beslutstabeller	+
		Evolutionary prototyping	Stegvisa prototypsystem	
		Flow charts	Flödesscheman	+
		Modules and interfaces	Moduler och gränssnitt	
		Object-oriented design methods	Objektorienterade designmetoder/konstruktionsmetoder	
		Petri nets	Petrinät	
		Programmer workbench [**]		
		Software libraries	Programbibliotek	
		State diagrams	Tillståndsdigram	
		Structured programming [**]	Strukturerad programmering [**]	+
		Top-down-programming [**]	Top-down-programmering [**]	
		User interfaces	Användargränssnitt	+
	3	Coding Tools and Techniques	Kodningsverktyg och kodningstekniker	
		Object-oriented programming	Objektorienterad programmering	+
		Pretty printers		
		Program editors	Programeditorer	+
		Reentrant code [**]		
		Standards	Standarder	+
		Structured programming	Strukturerad programmering	+
		Top-down-programming	Top-down-programmering	
	4	Software/Program Verification (F.3.1)	Programverifiering	+
		Assertion checkers		
		Class invariants		
		Correctness proofs	Bevis på felfrihet	
		Formal methods	Formella metoder	+
		Model checking	Test av modeller	
		Programming by contract		
		Reliability	Tillförlitlighet	+
		Statistical methods	Statistiska metoder	+
		Validation	Validering	
	5	Testing and Debugging	Testning och avlusning	
		Code inspections and walk-throughs	Kodgranskningar och genomgångar	
		Debugging aids	Avlusningshjälpmedel	
		Diagnostics	Diagnostik	
		Distributed debugging	Distribuerad avlusning	
		Dumps [**]	Dumpar [**]	
		Error handling and recovery	Felhantering och återstart	
		Monitors	Övervakare	

	Symbolic execution	Symbolisk exekvering	
	Testing tools (e.g., data generators, coverage testing)	Testverktyg (t.ex. datageneratorer, Spårning)	
	Tracing	Programmeringsmiljöer	
6	Programming Environments	Grafiska miljöer	
	Graphical environments	Integrerade miljöer	
	Integrated environments	Interaktiva miljöer	
	Interactive environments		
	Programmer workbench		
7	Distribution, Maintenance, and Enhancement	Distribution, underhåll och förbättringar	
	Corrections [**]	Korrigeringar [**]	
	Documentation	Dokumentation	+
	Enhancement [**]	Förbättringar [**]	
	Extensibility [**]	Utsträckbarhet/töjbarhet [**]	
	Portability	Portabilitet	+
	Restructuring, reverse engineering, and reengineering		
	Version control	Versionskontroll	+
8	Metrics (4.8)		
	Complexity measures	Komplexitetsmått	
	Performance measures	Prestandamått	
	Process metrics		
	Product metrics		
	Software science [**]		
9	Management (K.6.3, K.6.4)	Styrning/Ledning (K.6.3, K.6.4)	
	Copyrights [**]	Upphovsrätt [**]	
	Cost estimation	Kostnadsberäkning/ uppskattning	
	Life cycle	Livscykel	
	Productivity	Produktivitet	
	Programming teams	Programmeringsteam	
	Software configuration management		
	Software process models (e.g., CMM, ISO, PSP)	Processmodeller inom programmering (t.ex. CMM, ISO, PSP)	
	Software quality assurance (SQA)	Programkvalitetssäkring (SQA)	
	Time estimation	Beräkning av tidsåtgång/tidsuppskattning	
10	Design [**] (2)	Design [**] (2)	
	Methodologies [**]	Metoder [**]	
	Representation [**]	Representation [**]	
11	Software Architectures	Programarkitekturer	
	Data abstraction	Dataabstraktion/Abstraktion av data	
	Domain-specific architectures	Domänspecifika arkitekturer	
	Information hiding		
	Languages (e.g., description, interconnection, definition)	Språk (t.ex. beskrivnings-, sammanlänkings-, definitions-)	
	Patterns (e.g., client/server, pipeline, blackboard)	Modeller (t.ex. klient-server-, rörlighets-, skrivtavle-)	
12	Interoperability	Interoperabilitet	
	Data mapping	Datamappning	
	Distributed objects	Distribuerade objekt	
	Interface definition languages	Definitionsspråk för gränssnitt	
13	Reusable Software	Återanvändbara program	
	Domain engineering		
	Reusable libraries	Återanvändbara bibliotek	
	Reuse models	Återanvändningsmodeller	
m	Miscellaneous	Blandat	
	Rapid prototyping [**]	Prototypsystem [**]	
	Reusable software [**]	Återanvändbara program [**]	
D 3	PROGRAMMING LANGUAGES	PROGRAM(MERINGS)SPRÅK	
0	General	Allmänt	
	Standards	Standarder	+
1	Formal Definitions and Theory (2.1, F.1, F.2, F.4.2, F.4.3)	Formella definitioner och teori (2.1, F.1, F.2, F.4.2, F.4.3)	+
	Semantics	Semantik	+
	Syntax	Syntax	+
2	Language Classifications	Språkklasser	
	Applicative (functional) languages	Applikationsspråk (funktionella språk)	
	Concurrent, distributed, and parallel languages	Jämlöpande, distribuerade och parallella språk	
	Constraint and logic languages	Bundna språk och logikspråk	
	Data-flow languages	Dataflödesspråk	
	Design languages	Designspråk	
	Extensible languages	Uttänjbara/utsträckbara språk	
	Macro and assembly languages	Makrospråk och assemblerspråk	
	Microprogramming languages [**]	Mikroprogrammeringsspråk [**]	
	Multiparadigm languages	Fler/mång/multi paradigmspråk	
	Nondeterministic languages [**]	Icke-deterministiska språk [**]	
	Nonprocedural languages [**]	Icke-procedurorienterade språk [**]	+
	Object-oriented languages	Objektorienterade språk	
	Specialized application languages	Specialiserade applikationsspråk	
	Very high-level languages	Superhögnivåspråk	

3	Language Constructs and Features (E.2)		
	Abstract data types	Abstrakta datatyper	
	Classes and objects	Klasser och objekt	
	Concurrent programming structures	Jämlöpande programmeringsstrukturer	
	Constraints	Restriktioner	
	Control structures	Kontrollstrukturer	
	Coroutines		
	Data types and structures	Datatyper och strukturer	
	Dynamic storage management	Dynamisk lagringshantering	
	Frameworks	Ramar	
	Inheritance	Arv	
	Input/output	In- och utmatning	
	Modules, packages	Moduler, paket	
	Patterns	Mönster	
	Polymorphism	Polymorfism	
	Procedures, functions, and subroutines	Procedurer, funktioner och subrutiner	
	Recursion	Rekursion	+
4	Processors	Processorer	+
	Code generation	Kodgenerering	+
	Compilers	Kompilatorer	+
	Debuggers	Avlusare	+
	Incremental compilers	Inkrementella kompilatorer	
	Interpreters	Interpretatorer	+
	Memory management (garbage collection)	Minneshantering (skräpsamling)	+
	Optimization	Optimering	+
	Parsing	Parsning	+
	Preprocessors	Förprocessorer	
	Retargetable compilers	Omriktningbara kompilatorer	
	Run-time environments	Run-timemiljöer	
	Translator writing systems and compiler generators		
m	Miscellaneous	Blandat	+
D 4	OPERATING SYSTEMS (C)	OPERATIVSYSTEM (C)	+
0	General	Allmänt	+
1	Process Management	Processtyrning	+
	Concurrency	Samtidighet	
	Deadlocks	Dödlägen	+
	Multiprocessing/multiprogramming/multitasking	multi.../multiprogrammering/fleruppdagskörning	
	Mutual exclusion	Ömsesidig uteslutning	
	Scheduling	Schemaläggning	
	Synchronization	Synkronisering	
	Threads	Trådar	
2	Storage Management	Lagringshantering	
	Allocation/deallocation strategies		
	Distributed memories	Distribuerade minnen	
	Garbage collection	Skräpsamling (garbage collection)	
	Main memory	Primärminne	
	Secondary storage	Sekundärminne	
	Segmentation [**]	Segmentering [**]	
	Storage hierarchies	Lagringshierarkier	
	Swapping [**]	Svapping	
	Virtual memory	Virtuellt minne	+
3	File Systems Management (E.5)	Hantering av filsystem (E.5)	
	Access methods	Åtkomstmetoder	+
	Directory structures	Katalogstrukturer	
	Distributed file systems	Distribuerade filsystem	+
	File organization	Organisation av filer	
	Maintenance [**]	Underhåll [**]	+
4	Communications Management (C.2)	Kommunikationshantering	
	Buffering	Buffring/buffertlagring/mellanlagring	
	Input/output	In- och utmatning	
	Message sending	Meddelandeöverföring	
	Network communication	Nätkommunikation	
	Terminal management [**]	Terminalhantering [**]	
5	Reliability	Tillförlitlighet	+
	Backup procedures	Procedurer för säkerhetskopiering	
	Checkpoint/restart	Kontrollstation/återstart	
	Fault-tolerance	Feltolerans	+
	Verification	Verifiering	+
6	Security and Protection (K.6.5)	Säkerhet och skydd (K.6.5)	+
	Access controls	Åtkomstkontroller	+
	Authentication	Autentisering	+
	Cryptographic controls	Kryptografiska kontroller	
	Information flow controls	Flödeskontroller	

	Invasive software (e.g., viruses, worms, Trojan horses)	Invaderande program (t.ex. virus, maskar, trojaner)	
	Security kernels [**]	Säkerhetskärnor	
	Verification [**]	Verifiering [**]	+
7	Organization and Design	Organisation och design	
	Batch processing systems [**]	Satsvisa system	+
	Distributed systems	Distribuerade system	+
	Hierarchical design [**]	Hierarkisk design [**]	
	Interactive systems	Interaktiva system	+
	Real-time systems and embedded systems	Realtidssystem och inbyggda system	
8	Performance (C.4, 2.8, 1.6)	Prestanda (C.4, 2.8, 1.6)	+
	Measurements	Mätningar	
	Modeling and prediction	Modellering och förutsägelse	
	Monitors	Kontrollinstrument	
	Operational analysis	Operationsanalys	
	Queueing theory	Köteori	+
	Simulation	Simulering	+
	Stochastic analysis	Stokastisk analys	+
9	Systems Programs and Utilities	Systemprogram och nyttoprogram	
	Command and control languages	Kommandospråk och styrspråk	
	Linkers [**]	Länkare [**]	+
	Loaders [**]	Laddare [**]	+
	Window managers	Fönsterhanterare	+
m	Miscellaneous	Blandat	+
m	MISCELLANEOUS	BLANDAT	+
	Software psychology [**]	Programpsykologi [**]	
E	Data	Data	
E 0	GENERAL	ALLMÄNT	
E 1	DATA STRUCTURES	DATASTRUKTURER	+
	Arrays	Vektorer	
	Distributed data structures	Distribuerade datastrukturer	+
	Graphs and networks	Grafer och nät	
	Lists, stacks, and queues	Listor, stackar och köer	+
	Records	Poster	+
	Tables [**]	Tabeller	+
	Trees	Träd	+
E 2	DATA STORAGE REPRESENTATIONS	REPRESENTATIONER INOM DATALAGRING	
	Composite structures [**]	Sammansatta strukturer [**]	
	Contiguous representations [**]	Angränsande representationer	
	Hash-table representations	Hashtabell-representationer	
	Linked representations	Länkade representationer	
	Object representation	Objektrepresentation	
	Primitive data items [**]	Primitiva dataposter [**]	
E 3	DATA ENCRYPTION	KRYPTERING AV DATA	
	Code breaking	Kodknäckning	
	Data encryption standard (DES) [**]	DES-standarden [**]	
	Public key cryptosystems	Kryptosystem med öppna nycklar	
	Standards (e.g., DES, PGP, RSA)	Standarder (t.ex. DES, PGP, RSA)	+
E 4	CODING AND INFORMATION THEORY (H.1.1)	Kodning och informationsteori (H.1.1)	+
	Data compaction and compression	Dataskomprimering	
	Error control codes	Felkoder	
	Formal models of communication	Formella kommunikationsmodeller	+
	Nonsecret encoding schemes [**]	Öppna kodningsscheman [**]	+
E 5	FILES (4.3, F.2.2, H.2)	FILER (4.3, F.2.2, H.2)	+
	Backup/recovery	Säkerhetskopiering och återställning	
	Optimization [**]	Optimering [**]	+
	Organization/structure	Organisation och struktur	+
	Sorting/searching	Sortering och sökning	+
m	MISCELLANEOUS	BLANDAT	+
F	Theory of Computation	Databehandlingens teori/Datalogi/Datavetenskap	
F 0	GENERAL	ALLMÄNT	+
F 1	COMPUTATION BY ABSTRACT DEVICES	DATABEHANDLING GENOM ABSTRAKTA ENHETER	
0	General	Allmänt	+
1	Models of Computation (4.1)	Modeller för databehandling	
	Automata (e.g., finite, push-down, resource-bounded)	Automater (t.ex. ändliga,	
	Bounded-action devices (e.g., Turing machines, random access mac)	Enheter med förutbestämda åtgärder (t.ex. Turingmaskiner, direktåtkomstmaskiner)	
	Computability theory		
	Relations between models	Relationer mellan modeller	+
	Self-modifying machines (e.g., neural networks)	Självmodifierande maskiner (t.ex. neuronnät)	+
	Unbounded-action devices (e.g., cellular automata, circuits, networks)	Enheter med icke-förutbestämda åtgärder (t.ex. cellulära automater, kretsar, nät av maskiner)	
2	Modes of Computation	Databehandlingsmetoder	
	Alternation and nondeterminism	Växling och icke-determinism	
	Interactive and reactive computation	Interaktiv och reaktiv databehandling	
	Online computation	Databehandling online	+

	Parallelism and concurrency	Parallellism och samtidighet	
	Probabilistic computation	Probabilistisk databehandling	
	Relations among modes [**]	Relationer mellan metoder [**]	
	Relativized computation	Relativiserad databehandling	
	3 Complexity Measures and Classes (2)	Komplexitetsmått och komplexitetsklasser (2)	
	Complexity hierarchies	Komplexitetshierarkier	
	Machine-independent complexity [**]	Maskinoberoende komplexitet [**]	
	Reducibility and completeness	Reducerbarhet och fullständighet	
	Relations among complexity classes	Relationer mellan komplexitetsklasser	
	Relations among complexity measures	Relationer mellan komplexitetsmått	
	Miscellaneous	Blandat	+
F 2	ANALYSIS OF ALGORITHMS AND PROBLEM COMPLEXITY (6, 7)	ANALYS AV ALGORITMER OCH PROBLEMKOMPLEXITET (6, 7, 1.3)	
	0 General	Allmänt	+
	1 Numerical Algorithms and Problems (G.1, G.4, I.1)	Numeriska algoritmer och problem (G.1, G.4, I.1)	
	Computation of transforms (e.g., fast Fourier transform)	Beräkning av transform (t.ex. den snabba Fourier-transformen)	+
	Computations in finite fields	Beräkningar på begränsade områden	
	Computations on matrices	Beräkningar av matriser	
	Computations on polynomials	Beräkningar av polynomier	
	Number-theoretic computations (e.g., factoring, primality testing)	Talteoretiska beräkningar (t.ex. faktorisering, primtalstestning)	
	2 Nonnumerical Algorithms and Problems (E.2, E.3, E.4, E.5, G.2, H.2)	Ikke-numeriska algoritmer och problem (E.2, E.3, E.4, E.5, G.2, H.2, H.3)	+
	Complexity of proof procedures	Komplexitet hos bevisprocedurer	
	Computations on discrete structures	Beräkningar på diskreta strukturer	
	Geometrical problems and computations	Geometrisk problem och beräkningar	+
	Pattern matching	Mönstermatchning	
	Routing and layout	Routning och layout	
	Sequencing and scheduling	Sekvensering och schemaläggning	
	Sorting and searching	Sortering och sökning	+
	3 Tradeoffs between Complexity Measures (1.3)	Byte mellan komplexitetsmått (1.3)	
	m Miscellaneous	Blandat	+
F 3	LOGICS AND MEANINGS OF PROGRAMS	LOGIK OCH INNEBÖRD HOS PROGRAM	
	0 General	Allmänt	+
	1 Specifying and Verifying and Reasoning about Programs (2.1, 2.4, 1)	Specificering, verifiering och resonemang om program (2.1, 2.4, 1, E.1)	
	Assertions	Påståenden	+
	Invariants	Invarianter	+
	Logics of programs	Logik hos program	
	Mechanical verification	Mekanisk verifiering	+
	Pre- and post-conditions		
	Specification techniques	Specificeringstekniker	
	2 Semantics of Programming Languages (1)	Semantik hos programspråk (1)	
	Algebraic approaches to semantics	Algebraiska sätt att behandla semantik	
	Denotational semantics	Denotationssemantik	+
	Operational semantics	Operationell semantik	+
	Partial evaluation	Partiell utvärdering	+
	Process models	Processmodeller	+
	Program analysis	Programanalys	+
	3 Studies of Program Constructs (2, 3)		
	Control primitives		
	Functional constructs		
	Object-oriented constructs		
	Program and recursion schemes		
	Type structure		
	m Miscellaneous	Blandat	
F 4	MATHEMATICAL LOGIC AND FORMAL LANGUAGES		
	0 General	Allmänt	
	1 Mathematical Logic (1.1, I.2.2, I.2.3, I.2.4)		
	Computability theory		
	Computational logic		
	Lambda calculus and related systems		
	Logic and constraint programming		
	Mechanical theorem proving		
	Modal logic		
	Model theory		
	Proof theory		
	Recursive function theory		
	Set theory		
	Temporal logic		
	2 Grammars and Other Rewriting Systems (3.1)		
	Decision problems		
	Grammar types (e.g., context-free, context-sensitive)		
	Parallel rewriting systems (e.g., developmental systems, L-systems)		
	Parsing		
	Thue systems		
	3 Formal Languages (3.1)	Formella språk	

	Algebraic language theory	
	Classes defined by grammars or automata (e.g., context-free languages, regular sets, recursive sets)	
	Classes defined by resource-bounded automata [**]	
	Decision problems	
	Operations on languages	Operationer på språk
m	Miscellaneous	Blandat
m	MISCELLANEOUS	BLANDAT
G	Mathematics of Computing	
G 0	GENERAL	ALLMÄNT
G 1	NUMERICAL ANALYSIS	
0	General	Allmänt
	Computer arithmetic	
	Conditioning (and ill-conditioning)	
	Error analysis	
	Interval arithmetic	
	Multiple precision arithmetic	
	Numerical algorithms	
	Parallel algorithms	
	Stability (and instability)	
1	Interpolation (I.3.5, I.3.7)	
	Difference formulas [**]	
	Extrapolation	
	Interpolation formulas	
	Smoothing	
	Spline and piecewise polynomial interpolation	
2	Approximation	
	Approximation of surfaces and contours	
	Chebyshev approximation and theory	
	Elementary function approximation	
	Fast Fourier transforms (FFT)	
	Least squares approximation	
	Linear approximation	
	Minimax approximation and algorithms	
	Nonlinear approximation	
	Rational approximation	
	Special function approximations	
	Spline and piecewise polynomial approximation	
	Wavelets and fractals	
3	Numerical Linear Algebra	
	Conditioning	
	Determinants [**]	
	Eigenvalues and eigenvectors (direct and iterative methods)	
	Error analysis	
	Linear systems (direct and iterative methods)	
	Matrix inversion	
	Pseudoinverses [**]	
	Singular value decomposition	
	Sparse, structured, and very large systems (direct and iterative methods)	
4	Quadrature and Numerical Differentiation (F.2.1)	
	Adaptive and iterative quadrature	
	Automatic differentiation	
	Equal interval integration [**]	
	Error analysis	
	Finite difference methods	
	Gaussian quadrature	
	Iterative methods	
	Multidimensional (multiple) quadrature	
5	Roots of Nonlinear Equations	
	Continuation (homotopy) methods	
	Convergence	
	Error analysis	
	Iterative methods	
	Polynomials, methods for	
	Systems of equations	
6	Optimization	Optimering
	Constrained optimization	Framtvingad optimering
	Convex programming	
	Global optimization	Global optimering
	Gradient methods	
	Integer programming	
	Least squares methods	
	Linear programming	
	Nonlinear programming	

	Quadratic programming methods		
	Simulated annealing		
	Stochastic programming		
	Unconstrained optimization	Icke-framtvingad optimering	
7	Ordinary Differential Equations		
	Boundary value problems		
	Chaotic systems		
	Convergence and stability		
	Differential-algebraic equations		
	Error analysis		
	Finite difference methods		
	Initial value problems		
	Multistep and multivalued methods		
	One-step (single step) methods		
	Stiff equations		
8	Partial Differential Equations		
	Domain decomposition methods		
	Elliptic equations		
	Finite difference methods		
	Finite element methods		
	Finite volume methods		
	Hyperbolic equations		
	Inverse problems		
	Iterative solution techniques		
	Method of lines		
	Multigrid and multilevel methods		
	Parabolic equations		
	Spectral methods		
9	Integral Equations		
	Delay equations		
	Fredholm equations		
	Integro-differential equations		
	Volterra equations		
10	Applications	Tillämpningar	+
m	Miscellaneous	Blandat	+
G 2	DISCRETE MATHEMATICS		
	0 General	Allmänt	+
	1 Combinatorics (F.2)		
	Combinatorial algorithms		
	Counting problems		
	Generating functions		
	Permutations and combinations		
	Recurrences and difference equations		
	2 Graph Theory (F.2)		
	Graph algorithms		
	Graph labeling		
	Hypergraphs		
	Network problems		
	Path and circuit problems		
	Trees		
	3 Applications	Tillämpningar	+
m	Miscellaneous	Blandat	+
G 3	PROBABILITY AND STATISTICS		
	Contingency table analysis		
	Correlation and regression analysis		
	Distribution functions		
	Experimental design		
	Markov processes		
	Multivariate statistics		
	Nonparametric statistics		
	Probabilistic algorithms (including Monte Carlo)		
	Queueing theory	Köteori	+
	Random number generation		
	Reliability and life testing	Tillförlitlighet	
	Renewal theory		
	Robust regression		
	Statistical computing		
	Statistical software		
	Stochastic processes		
	Survival analysis		
	Time series analysis		
G 4	MATHEMATICAL SOFTWARE		
	Algorithm design and analysis		

	Certification and testing		
	Documentation		
	Efficiency		
	Parallel and vector implementations		
	Portability [**]		
	Reliability and robustness	Tillförlitlighet och robusthet	+
	User interfaces	Användargränssnitt	+
	Verification [**]	Verifiering [**]	+
m	MISCELLANEOUS	BLANDAT	+
	Queueing theory [**]	Köteori [**]	+
H	Information Systems	Informationssystem	+
H 0	GENERAL	ALLMÄNT	+
H 1	MODELS AND PRINCIPLES		
	0 General	Allmänt	+
	1 Systems and Information Theory (E.4)		
	General systems theory	Allmän systemteori	
	Information theory		
	Value of information		
	2 User/Machine Systems		
	Human factors		
	Human information processing		
	Software psychology		
m	Miscellaneous	Blandat	
H 2	DATABASE MANAGEMENT (E.5)		
	0 General	Allmänt	
	Security, integrity, and protection [**]		
	1 Logical Design		
	Data models		
	Normal forms		
	Schema and subschema		
	2 Physical Design		
	Access methods		
	Deadlock avoidance		
	Recovery and restart		
	3 Languages (3.2)	Språk (3.2)	
	Data description languages (DDL)	Databeskrivningsspråk (DDL)	
	Data manipulation languages (DML)	Datamanipuleringspråk (DML)	-
	Database (persistent) programming languages		
	Query languages	Frågespråk	
	Report writers		
	4 Systems	System	+
	Concurrency	Samtidighet	+
	Distributed databases		
	Multimedia databases		
	Object-oriented databases		
	Parallel databases		
	Query processing		
	Relational databases		
	Rule-based databases		
	Textual databases		
	Transaction processing		
	5 Heterogeneous Databases		
	Data translation [**]		
	Program translation [**]		
	6 Database Machines		
	7 Database Administration		
	Data dictionary/directory		
	Data warehouse and repository		
	Logging and recovery		
	Security, integrity, and protection		
	8 Database Applications	Databastillämpningar	+
	Data mining	Datautvinning	+
	Image databases	Bilddatabaser	+
	Scientific databases	Vetenskapliga databaser	+
	Spatial databases and GIS		
	Statistical databases	Statistiska databaser	+
m	Miscellaneous	Blandat	+
H 3	INFORMATION STORAGE AND RETRIEVAL		
	0 General	Allmänt	+
	1 Content Analysis and Indexing		
	Abstracting methods		
	Dictionaries		
	Indexing methods		

	Linguistic processing		
	Thesauruses		
	2 Information Storage		
	File organization		
	Record classification [**]		
	3 Information Search and Retrieval	Sökning och återvinning av information	
	Clustering	Klustring	
	Information filtering	Filtrering av information	
	Query formulation	Frågeformulering	
	Relevance feedback		
	Retrieval models		
	Search process	Sökprocess	
	Selection process	Selekteringsprocess	
	4 Systems and Software		
	Current awareness systems (selective dissemination of information--SDI) [**]		
	Distributed systems		
	Information networks		
	Performance evaluation (efficiency and effectiveness)		
	Question-answering (fact retrieval) systems [**]		
	User profiles and alert services		
	5 Online Information Services		
	Commercial services		
	Data sharing		
	Web-based services		
	6 Library Automation		
	Large text archives		
	7 Digital Libraries		
	Collection		
	Dissemination		
	Standards	Standarder	+
	Systems issues		
	User issues		
	m Miscellaneous	Blandat	+
H 4	INFORMATION SYSTEMS APPLICATIONS	INFORMATIONSSYSTEMTILLÄMPNINGAR	
	0 General	Allmänt	+
	1 Office Automation (1.7)		
	Desktop publishing	Datorstödd trycksaksproduktion	+
	Equipment [**]		
	Groupware		
	Spreadsheets		
	Time management (e.g., calendars, schedules)		
	Word processing		
	Workflow management		
	2 Types of Systems		
	Decision support (e.g., MIS)		
	Logistics		
	3 Communications Applications	Kommunikationstillämpningar	+
	Bulletin boards		
	Computer conferencing, teleconferencing, and videoconferencing		
	Electronic mail		
	Information browsers		
	Videotex		
	m Miscellaneous	Blandat	+
H 5	INFORMATION INTERFACES AND PRESENTATION (e.g., HCI) (1.7)		
	0 General	Allmänt	+
	1 Multimedia Information Systems		
	Animations		
	Artificial, augmented, and virtual realities		
	Audio input/output		
	Evaluation/methodology		
	Hypertext navigation and maps [**]		
	Video (e.g., tape, disk, DVI)		
	2 User Interfaces (2.2, 1.2, 1.3.6)		
	Auditory (non-speech) feedback		
	Benchmarking		
	Ergonomics		
	Evaluation/methodology		
	Graphical user interfaces (GUI)		
	Haptic I/O		
	Input devices and strategies (e.g., mouse, touchscreen)		
	Interaction styles (e.g., commands, menus, forms, direct manipulator ...direktmanipulering		
	Natural language		
	Prototyping		

	Screen design (e.g., text, graphics, color)		
	Standardization		
	Style guides		
	Theory and methods		
	Training, help, and documentation		
	User-centered design		
	User interface management systems (UIMS)		
	Voice I/O		
	Windowing systems		
3	Group and Organization Interfaces		
	Asynchronous interaction		
	Collaborative computing		
	Computer-supported cooperative work		
	Evaluation/methodology		
	Organizational design		
	Synchronous interaction		
	Theory and models		
	Web-based interaction		
4	Hypertext/Hypermedia (I.7, J.7)		
	Architectures		
	Navigation		
	Theory		
	User issues		
5	Sound and Music Computing (J.5)		
	Methodologies and techniques		
	Modeling		
	Signal analysis, synthesis, and processing		
	Systems		
m	Miscellaneous	Blandat	
m	MISCELLANEOUS	BLANDAT	
I	Computing Methodologies	Databehandlingsmetoder	-
I	GENERAL	ALLMÄNT	+
I	1 SYMBOLIC AND ALGEBRAIC MANIPULATION	SYMBOLISK OCH ALGEBRAISK MANIPULERING	+
	0 General	Allmänt	+
	1 Expressions and Their Representation (E.1, E.2)	Uttryck och deras representation (E.1, E.2)	+
	Representations (general and polynomial)	Representationer (allmänna och polynomiella)	+
	Simplification of expressions	Förenkling av uttryck	+
	2 Algorithms (F.2.1, F.2.2)	Algoritmer (F.2.1, F.2.2)	+
	Algebraic algorithms	Algebraiska algoritmer	+
	Analysis of algorithms	Analys av algoritmer	+
	Nonalgebraic algorithms	Icke-algebraiska algoritmer	+
	3 Languages and Systems (3.2, 3.3, F.2.2)	Språk och system (3.2, 3.3, F.2.2)	+
	Evaluation strategies	Utvärderingsstrategier	+
	Nonprocedural languages [**]	Icke-procedurorienterade språk [**]	+
	Special-purpose algebraic systems	Specialinriktade algebraiska system	+
	Special-purpose hardware [**]	Specialinriktad maskinvara [**]	+
	Substitution mechanisms [**]	Substitutionsmekanismer	+
	4 Applications	Tillämpningar	+
m	Miscellaneous	Blandat	+
I	2 ARTIFICIAL INTELLIGENCE	ARTIFICIELL INTELLIGENS	+
	0 General	Allmänt	+
	Cognitive simulation	Kognitiv simulering	+
	Philosophical foundations	Filosofiska grunder	+
	1 Applications and Expert Systems (H.4, J)	Tillämpningar och expertsystem (H.4, J)	+
	Cartography	Kartografi	+
	Games	Spel	+
	Industrial automation	Industriell automation	+
	Law	Juridik	+
	Medicine and science	Medicin och naturvetenskap	+
	Natural language interfaces	Gränssnitt i naturligt språk	+
	Office automation	Kontorsautomation	+
	2 Automatic Programming (1.2, F.3.1, F.4.1)	Automatisk programmering (1.2, F.3.1, F.4.1)	+
	Automatic analysis of algorithms	Automatisk analys av algoritmer	+
	Program modification	Programmodifiering	+
	Program synthesis	Programsyntes	+
	Program transformation	Programtransformation	+
	Program verification	Programverifiering	+
	3 Deduction and Theorem Proving (F.4.1)	Deduktion och teorembevisning	+
	Answer/reason extraction	Extraktion av svar/härledning	-
	Deduction (e.g., natural, rule-based)	Deduktion (t.ex. naturlig, regelbaserad)	+
	Inference engines	Inferensmotorer	+
	Logic programming	Logikprogrammering	+
	Mathematical induction	Matematisk induktion	+

	Metatheory [**]	Metateori [**]	+
	Nonmonotonic reasoning and belief revision	Icke-monotont resonemang och övertygelseförändring	+
	Resolution	Resolution	+
	Uncertainty, "fuzzy," and probabilistic reasoning	Osäkra, "oskarpa" och probabilistiska resonemang	+
4	Knowledge Representation Formalisms and Methods (F.4.1)	Kunskapsrepresentationens formalismer och metoder (F.4.1)	+
	Frames and scripts	Ramar och manuskript	+
	Modal logic	Modallogik	+
	Predicate logic	Predikatlogik	+
	Relation systems	Relationssystem	-
	Representation languages	Representationsspråk	+
	Representations (procedural and rule-based)	Representationer (procedur- och regelbaserade)	+
	Semantic networks	Semantiska nät	+
	Temporal logic	Tidslogik	+
5	Programming Languages and Software (3.2)	Programspråk och program (3.2)	+
	Expert system tools and techniques	Verktyg och tekniker för expertsystem	+
6	Learning (K.3.2)	Inläring (K.3.2)	+
	Analogies	Analogier	+
	Concept learning	Begreppsinnläring	+
	Connectionism and neural nets	Konnektionism och neuronnät	+
	Induction	Induktion	+
	Knowledge acquisition	Kunskapsinsamling	+
	Language acquisition	Språktillägnande	+
	Parameter learning	Parameterinläring	+
7	Natural Language Processing	Behandling av naturligt språk	+
	Discourse	Diskurs	+
	Language generation	Språkgenerering	+
	Language models	Språkmodeller	+
	Language parsing and understanding	Språkparsning och språkförståelse	+
	Machine translation	Maskinöversättning	+
	Speech recognition and synthesis	Taligenkänning och talsyntes	+
	Text analysis	Textanalys	+
8	Problem Solving, Control Methods, and Search (F.2)	Problemlösning, kontrollmetoder, och sökning (F.2)	+
	Backtracking	Bakåtspårning	+
	Control theory	Kontrollteori	+
	Dynamic programming	Dynamisk programmering	+
	Graph and tree search strategies	Strategier för grafsökning och trädsökning	+
	Heuristic methods	Heuristiska metoder	+
	Plan execution, formation, and generation	Planering	+
	Scheduling	Schemaläggning	+
9	Robotics	Robotik	+
	Autonomous vehicles	Autonoma fordon	+
	Commercial robots and applications	Kommersiella robotar och tillämpningar	+
	Kinematics and dynamics	Kinematik och dynamik	+
	Manipulators	Manipulatorer	+
	Operator interfaces	Operatörsgränssnitt	+
	Propelling mechanisms	Framdrivningsmekanismer	+
	Sensors	Sensorer	+
	Workcell organization and planning	Organisation och planering av arbetsceller	+
10	Vision and Scene Understanding (4.8, 5)	Förståelse av seende och scener (4.8, 5)	-
	3D/stereo scene analysis	Scenanalys i 3D/stereo	+
	Architecture and control structures [**]	Arkitektur och kontrollstrukturer [**]	+
	Intensity, color, photometry, and thresholding	Intensitet, färg, fotometri och tröskling	+
	Modeling and recovery of physical attributes	Modellering och återskapande av fysiska attribut	-
	Motion	Rörelse	+
	Perceptual reasoning	Perceptuellt resonerande	-
	Representations, data structures, and transforms	Representationer, datastrukturer och transformeringar	+
	Shape	Form	-
	Texture	Textur	+
	Video analysis	Videoanalys	+
11	Distributed Artificial Intelligence	Distribuerad artificiell intelligens	+
	Coherence and coordination	Koherens och koordination	-
	Intelligent agents	Intelligenta agenter	+
	Languages and structures	Språk och strukturer	+
	Multiagent systems	Multiagentsystem	+
m	Miscellaneous	Blandat	+
I 3	COMPUTER GRAPHICS	DATORGRAFIK	+
0	General	Allmänt	+
1	Hardware Architecture (4.2)	Maskinvaruarkitektur	+
	Graphics processors	Grafikprocessorer	+
	Hardcopy devices [**]	Utskriftsenheter [**]	+
	Input devices	Inenheter	+
	Parallel processing	Parallellbearbetning	+
	Raster display devices	Rasterskärmar	+

	Storage devices [**]	Lagringsenheter [**]	+
	Three-dimensional displays [**]	Tredimensionella visningsenheter [**]	-
	Vector display devices [**]	Vektorskärmar [**]	+
2	Graphics Systems (C.2.1, C.2.4, C.3)	Grafiska system (C.2.1, C.2.4, C3)	+
	Distributed/network graphics	Distriberad/nätöverförd grafik	-
	Remote systems [**]	Fjärrsystem [**]	+
	Stand-alone systems [**]	Fristående system [**]	+
3	Picture/Image Generation	Bildgenerering	+
	Antialiasing [**]	Antialiasing	+
	Bitmap and framebuffer operations	Bitmaps- och rambuffertoperationer	-
	Digitizing and scanning	Digitalisering och bildinläsning	+
	Display algorithms	Visningsalgoritmer	+
	Line and curve generation	Generering av linjer och kurvor	+
	Viewing algorithms	Bildalgoritmer	-
4	Graphics Utilities	Grafiska hjälpprogram	+
	Application packages	Applikationspaket	-
	Device drivers [**]	Drivrutiner [**]	+
	Graphics editors	Grafiska editorer	+
	Graphics packages	Grafiska programpaket	+
	Meta files [**]	Metafiler [**]	+
	Paint systems	Illustrationssystem	-
	Picture description languages [**]	Bildbeskrivningsspråk	+
	Software support	Programsupport	+
	Virtual device interfaces	Gränssnitt till virtuella enheter	-
5	Computational Geometry and Object Modeling	Datorgeometri och objektmodellering	-
	Boundary representations	Representationer av gränser	-
	Constructive solid geometry (CSG) [**]	Konstruktiv rymdgeometri (CSG) [**]	-
	Curve, surface, solid, and object representations	Representationer av kurvor, ytor, kroppar och objekt	
	Geometric algorithms, languages, and systems	Geometriska algoritmer, språk och system	+
	Hierarchy and geometric transformations	Hierarki och geometriska transformationer	+
	Modeling packages	Modelleringspaket	-
	Object hierarchies	Objekthierarkier	+
	Physically based modeling	Fysikbaserad modellering	+
	Splines	Punktkurvor (splines)	-
6	Methodology and Techniques	Metoder och tekniker	
	Device independence [**]	Enhetsoberoende	+
	Ergonomics	Ergonomi	+
	Graphics data structures and data types	Grafiska datastrukturer och datatyper	+
	Interaction techniques	Interaktionstekniker	+
	Languages	Språk	+
	Standards	Standarder	+
7	Three-Dimensional Graphics and Realism	Tredimensionell grafik och realism	+
	Animation	Animering	+
	Color, shading, shadowing, and texture	Färg, fyllning, skuggning och textur	+
	Fractals	Fraktaler	+
	Hidden line/surface removal	Borttagning av skynda linjer och ytor	+
	Radiosity	Strålning (radiositet)	+
	Raytracing	Strålföljning	+
	Virtual reality	Virtuell verklighet	+
	Visible line/surface algorithms	Algoritmer för synliga linjer och ytor	+
8	Applications	Tillämpningar	+
m	Miscellaneous	Blandat	+
I 4	IMAGE PROCESSING AND COMPUTER VISION	BILDBEHANDLING OCH DATORSEENDE	+
0	General	Allmänt	+
	Image displays	Bildskärmar	-
	Image processing software	Bildbehandlingsprogram	+
1	Digitization and Image Capture	Digitalisering och bildfångst	+
	Camera calibration	Kamerakalibrering	+
	Imaging geometry	Bildgeometri	+
	Quantization	Kvantisering	+
	Radiometry	Radiometri	+
	Reflectance	Reflexionsfaktor	+
	Sampling	Sampling	+
	Scanning	Skanning	-
2	Compression (Coding) (E.4)	Komprimering (kodning) (E.4)	+
	Approximate methods	Approximativa metoder	+
	Exact coding [**]	Exakt kodning [**]	+
3	Enhancement	Förbättring	+
	Filtering	Filtering	+
	Geometric correction	Geometrisk korrigerig	+
	Grayscale manipulation	Gråskalehantering	+
	Registration	Registrering	-
	Sharpening and deblurring [**]	Skärpa och suddighet	-

	Smoothing	Utjämning	+
4	Restoration	Restaurering	+
	Inverse filtering [**]	Inversfiltrering [**]	+
	Kalman filtering	Kalmanfiltrering	+
	Pseudoinverse restoration [**]	Pseudoinversbaserad restaurering [**]	-
	Wiener filtering [**]	Wienerfiltrering [**]	+
5	Reconstruction	Rekonstruktion	+
	Series expansion methods	Serieexpansionsmetoder	-
	Summation methods [**]	Summationsmetoder [**]	-
	Transform methods	Transformmetoder	+
6	Segmentation	Segmentering	+
	Edge and feature detection	Kantdetektering och särdragsdetektering	+
	Pixel classification	Pixelklassificering	+
	Region growing, partitioning	Regionodling, regionuppdelning	-
	Relaxation	Relaxation	-
7	Feature Measurement	Särdragsmätning	-
	Feature representation	Särdragsrepresentation	-
	Invariants	Invarianter	+
	Moments	Moment	-
	Projections	Projektioner	+
	Size and shape	Storlek och form	+
	Texture	Textur	+
8	Scene Analysis	Scenanalys	+
	Color	Färg	+
	Depth cues	Djupindikatorer	-
	Motion	Rörelse	+
	Object recognition	Objektigenkänning	+
	Photometry	Fotometri	+
	Range data	Omfångsdata	-
	Sensor fusion	Sensorfusion	+
	Shading	Skuggning	+
	Shape	Form	+
	Stereo	Stereo	+
	Surface fitting	Ytavpassning	-
	Time-varying imagery	Tidsvarierande bildframställning	-
	Tracking	Spårning	-
9	Applications	Tillämpningar	+
10	Image Representation	Bildrepresentation	+
	Hierarchical	Hierarkisk	+
	Morphological	Morfologisk	+
	Multidimensional	Flerdimensionell/Multidimensionell	-
	Statistical	Statistisk	+
	Volumetric	Volymetrisk	-
m	Miscellaneous	Blandat	-
I 5	PATTERN RECOGNITION	MÖNSTERIGENKÄNNING	+
0	General	Allmänt	+
1	Models	Modeller	+
	Deterministic [**]	Deterministiska [**]	+
	Fuzzy set	Oskarp mängd-baserade	-
	Geometric	Geometriska	+
	Neural nets	Neuronnätsbaserade	+
	Statistical	Statistiska	+
	Structural	Strukturella	+
2	Design Methodology	Designmetodik/Konstruktionsmetodik	-
	Classifier design and evaluation	Design och utvärdering av klassificerare	-
	Feature evaluation and selection	Utvärdering och val av karakteristika	-
	Pattern analysis	Mönsteranalys	+
3	Clustering	Klustring/Gruppering	-
	Algorithms	Algoritmer	+
	Similarity measures	Likhetsmått	-
4	Applications	Tillämpningar	+
	Computer vision	Datorseende	+
	Signal processing	Signalbehandling	+
	Text processing	Textbehandling	+
	Waveform analysis	Vågformsanalys	-
5	Implementation (C.3)	Implementering (C.3)	-
	Interactive systems	Interaktiva system	+
	Special architectures	Specialarkitekturer	-
m	Miscellaneous	Blandat	-
I 6	SIMULATION AND MODELING (G.3)	SIMULERING OCH MODELLERING (G.3)	+
0	General	Allmänt	-
1	Simulation Theory	Simuleringsteori	-
	Model classification	Modellklassifikation	-

		Systems theory	Systemteori	+
		Types of simulation (continuous and discrete) [*]	Simuleringsstyper (kontinuerliga och diskreta) [*]	+
	2	Simulation Languages	Simuleringsspråk	+
	3	Applications	Tillämpningar	+
	4	Model Validation and Analysis	Modellvalidering och analys	
	5	Model Development	Modellutveckling	+
		Modeling methodologies	Modelleringsmetoder	
	6	Simulation Output Analysis	Analys av simuleringsutdata	
	7	Simulation Support Systems	Simuleringsstödsystem	
		Environments	Miljöer	
	8	Types of Simulation	Simuleringsstyper	
		Animation	Animering	+
		Combined	Kombinerad/Samverkande	
		Continuous	Kontinuerlig	+
		Discrete event	Diskret händelse	
		Distributed	Distribuerad	+
		Gaming	Spel	
		Monte Carlo	Monte Carlo	+
		Parallel	Parallell	+
		Visual	Visuell	+
	m	Miscellaneous	Blandat	
I	7	DOCUMENT AND TEXT PROCESSING (H.4, H.5)	DKUMENT OCH TEXTBEHANDLING (H.4, H.5)	+
	0	General	Allmänt	+
	1	Document and Text Editing	Dokument och redigering av text	+
		Document management	Dokumenthantering	+
		Languages [**]	Språk [**]	+
		Spelling [**]	Stavning [**]	+
		Version control	Versionskontroll	+
	2	Document Preparation	Dokumentpreparering	
		Desktop publishing	Datorstödd trycksaksproduktion	+
		Format and notation	Format och teckensystem	
		Hypertext/hypermedia	Hypertext/hypermedia	+
		Index generation	Indexgenerering	
		Languages and systems	Språk och system	+
		Markup languages	Märkspråk	+
		Multi/mixed media	Blandade medier/multimedier	
		Photocomposition/typesetting	Fotosättning/sättning	
		Scripting languages	Skriptspråk	+
		Standards	Standarder	+
	3	Index Generation [**]	Indexgenerering [**]	
	4	Electronic Publishing (H.5.4, J.7)	Elektronisk publicering (H.5.4, J7)	+
	5	Document Capture (4.1)	Dokumentfångst	+
		Document analysis	Dokumentanalys	+
		Graphics recognition and interpretation	Igenkänning och tolkning av grafik	+
		Optical character recognition (OCR)	Optisk teckenigenkänning (OCR)	+
		Scanning	Bildinläsning	+
	m	Miscellaneous	Blandat	+
	m	MISCELLANEOUS	BLANDAT	+
J		Computer Applications	Datortillämpningar	
J	0	GENERAL	ALLMÄNT	+
J	1	ADMINISTRATIVE DATA PROCESSING	ADMINISTRATIV DATABEHANDLING	+
		Business	Näringsliv	
		Education	Utbildning	+
		Financial (e.g., EFTS)	Finanssektor (t.ex. elektronisk överföring av finansiella transaktioner)	+
		Government	Statsförvaltning	+
		Law	Rättsväsen	+
		Manufacturing	Tillverkning	+
		Marketing	Marknadsföring	+
		Military	Försvär	+
J	2	PHYSICAL SCIENCES AND ENGINEERING	Naturvetenskap och teknik	
		Aerospace	Rymdfart	
		Archaeology	Arkeologi	+
		Astronomy	Astronomi	+
		Chemistry	Kemi	+
		Earth and atmospheric sciences	Geovetenskap och atmosfärsvetenskap	+
		Electronics	Elektronik	+
		Engineering	Teknik	
		Mathematics and statistics	Matematik och statistik	+
		Physics	Fysik	+
J	3	LIFE AND MEDICAL SCIENCES	BIOLOGI OCH MEDICIN	
		Biology and genetics	Biologi och genetik	
		Health	Hälsovård	
		Medical information systems	Medicinska informationssystem	+

J	4	SOCIAL AND BEHAVIORAL SCIENCES	SOCIALVETENSKAP OCH BETEENDEVETENSKAP	+
		Economics	Ekonomi	+
		Psychology	Psykologi	+
		Sociology	Sociologi	+
J	5	ARTS AND HUMANITIES	KONST OCH HUMANIORA	+
		Architecture	Arkitektur	+
		Arts, fine and performing [**]	Sköna konsterna och dans/sång/teater [**]	
		Fine arts	Sköna konsterna	+
		Language translation	Språköversättning	+
		Linguistics	Lingvistik	+
		Literature	Litteratur	+
		Music [**]	Musik [**]	+
		Performing arts (e.g., dance, music)		
J	6	COMPUTER-AIDED ENGINEERING	Datorstödd ?	
		Computer-aided design (CAD)	Datorstödd konstruktion (CAD)	+
		Computer-aided manufacturing (CAM)	Datorstödd tillverkning (CAM)	+
J	7	COMPUTERS IN OTHER SYSTEMS (C.3)	DATORER I ÖVRIGA SYSTEM (C.3)	+
		Command and control	Stridsledning	
		Consumer products	Konsumentprodukter	+
		Industrial control	Industriell styrning	+
		Military	Försvar	+
		Process control	Processstyrning	+
		Publishing	Publiceringsverksamhet	
		Real time	Realtid	
J	m	MISCELLANEOUS	BLANDAT	
K	0	Computing Milieus	Databehandlingsmiljö	
K	0	GENERAL	ALLMÄNT	
K	1	THE COMPUTER INDUSTRY	Datorindustrin	+
		Markets	Marknader	+
		Standards	Standarder	+
		Statistics	Statistik	+
		Suppliers	Leverantörer	+
K	2	HISTORY OF COMPUTING	Databehandlingens historia	+
		Hardware	Maskinvara	+
		People	Personer	
		Software	Program	+
		Systems	System	+
		Theory	Teori	+
K	3	COMPUTERS AND EDUCATION	DATORER OCH UTBILDNING	+
	0	General	Allmänt	
	1	Computer Uses in Education	Användning av datorer i utbildning	+
		Collaborative learning		
		Computer-assisted instruction (CAI)		
		Computer-managed instruction (CMI)		
		Distance learning	Distansinläring	
	2	Computer and Information Science Education	Utbildning i data- och informationsvetenskap	+
		Accreditation	Ackreditering	
		Computer science education	Utbildning i datavetenskap	+
		Curriculum	Kursplaner	+
		Information systems education	Utbildning i informationssystem	
		Literacy	Läs- och skrivkunighet	
		Self-assessment	Självutvärdering	+
	m	Miscellaneous	Blandat	+
		Accreditation [**]	Ackreditering/godkännande	
		Computer literacy [**]	Datorkunighet [**]	
K	4	COMPUTERS AND SOCIETY	DATORER OCH SAMHÄLLE	+
	0	General	Allmänt	+
	1	Public Policy Issues	Allmänna policyfrågor/Allmänpolitiska frågor	
		Abuse and crime involving computers	Missbruk och kriminalitet i samband med datorer	+
		Computer-related health issues	Datorrelaterade hälsofrågor	+
		Ethics	Etik	+
		Human safety	Arbetskydd	+
		Intellectual property rights	Upphovsrätt	
		Privacy	Personlig integritet	
		Regulation	Föreskrifter/författningar	
		Transborder data flow	Gränsöverskridande dataflöde	
		Use/abuse of power	Bruk/missbruk av makt	
	2	Social Issues	Sociala frågor	+
		Abuse and crime involving computers [**]	Missbruk och brott i samband med datorer [**]	
		Assistive technologies for persons with disabilities	Stödtekniker för personer med funktionshinder	+
		Employment	Sysselsättning	+
		Handicapped persons/special needs [**]	Handikappade personer/speciella behov [**]	+
	3	Organizational Impacts	Påverkan på organisationen	

	Automation	Automation	+
	Computer-supported collaborative work	Datorstött samarbete	
	Employment	Sysselsättning	
	Reengineering	Omstrukturering	+
4	Electronic Commerce (J.1)	Elektronisk handel (J.1)	+
	Cybercash, digital cash	Cyberpengar, digitala pengar	
	Distributed commercial transactions	Distribuerade handelstransaktioner	+
	Electronic data interchange (EDI)	Elektronisk meddelandeutväxling (EDI)	+
	Intellectual property	Immateriell egendom	
	Payment schemes		
	Security	Säkerhet	+
m	Miscellaneous	Blandat	+
K 5	LEGAL ASPECTS OF COMPUTING	RÄTTSLIGA ASPEKTER PÅ DATABEHANDLING	
0	General	Allmänt	+
1	Hardware/Software Protection	Skydd för maskinvara och program	+
	Copyrights	Copyright	
	Licensing	Licensiering	
	Patents	Patent	
	Proprietary rights	Äganderättigheter	
	Trade secrets [**]	Affärshemligheter [**]	
2	Governmental Issues	Ställiga frågor	
	Censorship	Censur	
	Regulation	Reglering	
	Taxation	Beskattning	+
m	Miscellaneous	Blandat	+
	Contracts [**]	Avtal [**]	
	Hardware patents [**]	Maskinvarupatent [**]	+
K 6	MANAGEMENT OF COMPUTING AND INFORMATION SYSTEMS	STYRNING AV DATABEHANDLING OCH INFORMATIONSSYSTEM	+
0	General	Allmänt	+
	Economics	Ekonomi	+
1	Project and People Management	Projektstyrning och personaladministration	
	Life cycle	Livscyklar	+
	Management techniques (e.g., PERT/CPM)	Ledningstekniker (t.ex. PERT/CPM)	
	Staffing	Bemanning	+
	Strategic information systems planning	Planering av strategiska informationssystem	+
	Systems analysis and design	Systemanalys och systemkonstruktion	+
	Systems development	Systemutveckling	+
	Training	Utbildning	+
2	Installation Management	Installationshantering	+
	Benchmarks	Utvärderingsprov	
	Computer selection	Val av datorer	+
	Computing equipment management	Förvaltning av datorutrustning	+
	Performance and usage measurement	Mätning av prestanda och användning	+
	Pricing and resource allocation	Prissättning och resursallokering	+
3	Software Management (2.9)	Programförvaltning	+
	Software development	Programutveckling	+
	Software maintenance	Programunderhåll	+
	Software process	Programprocess	+
	Software selection	Val av program	
4	System Management	Systemförvaltning	+
	Centralization/decentralization	Centralisering/decentralisering	+
	Management audit	Förvaltningsrevision	+
	Quality assurance	Kvalitetssäkring	+
5	Security and Protection (4.6, 4.2)	Säkerhet och skydd (4.6, 4.2)	+
	Authentication	Autentisering	+
	Insurance [**]	Försäkringsfrågor [**]	+
	Invasive software (e.g., viruses, worms, Trojan horses)	Intrångsprogram (t.ex. virus, maskar, trojaner)	+
	Physical security [**]	Fysisk säkerhet [**]	+
	Unauthorized access (e.g., hacking, phreaking)	Obehörig åtkomst (t.ex. hackande,	
m	Miscellaneous	Blandat	+
	Insurance [*]	Försäkringsfrågor [**]	+
	Security [*]	Säkerhet [*]	+
K 7	THE COMPUTING PROFESSION	DATABEHANDLING SOM YRKE	
0	General	Allmänt	+
1	Occupations	Befattningar	+
2	Organizations	Organisationer	+
3	Testing, Certification, and Licensing	Provning, certifiering och licensiering	+
4	Professional Ethics (4)	Yrkesetik (4)	+
	Codes of ethics	Etiska regler	+
	Codes of good practice	God sed	+
	Ethical dilemmas	Etiska dilemman	+
m	Miscellaneous	Blandat	+
	Codes of good practice [**]	God sed	+

	Ethics [**]	Etik [**]	+
K 8	PERSONAL COMPUTING	DATABEHANDLING MED PERSONDATORER	+
	Games [*]	Spel [*]	+
0	General	Allmänt	+
	Games	Spel	+
1	Application Packages	Tillämpningsprogram	+
	Data communications	Datakommunikation	+
	Database processing	Databaser	+
	Freeware/shareware	Gratisprogram/Spridprogram	+
	Graphics	Grafik	+
	Spreadsheets	Kalkylering	+
	Word processing	Ordbehandling	+
2	Hardware	Maskinvara	+
3	Management/Maintenance	Styrning/underhåll	+
m	Miscellaneous	Blandat	+
m	MISCELLANEOUS	BLANDAT	+

* Indicates that the classification is no longer used as of January 1991, but that the item is still searchable for previously classified documents.

** Indicates that the classification is no longer used as of January 1998, but that the item is still searchable for previously classified documents.