

# CPC COOPERATIVE PATENT CLASSIFICATION

## G PHYSICS (NOTES omitted)

### INSTRUMENTS

#### G06 COMPUTING; CALCULATING OR COUNTING (NOTES omitted)

#### G06C DIGITAL COMPUTERS IN WHICH ALL THE COMPUTATION IS EFFECTED MECHANICALLY (score computers for card games [A63F 1/18](#))

##### NOTE

This subclass does not cover details of mechanisms covered by main groups [G06C 9/00](#), [G06C 11/00](#) or [G06C 15/00](#), which are applicable to mechanical counters driven only through the lowest denomination. Such details are covered by subclass [G06M](#).

1/00	<b>Computing aids in which the computing members form at least part of the displayed result and are manipulated directly by hand, e.g. abacuses or pocket adding devices</b>	13/02	. Operand stores, e.g. pin carriage ( <a href="#">input mechanisms G06C 7/00</a> )
		13/04	. Print buffer stores
3/00	<b>Arrangements for table look-up, e.g. menstruation table</b>	15/00	<b>Computing mechanisms; Actuating devices therefor</b>
		15/02	. operating on the binary scale
5/00	<b>Non-functional elements</b>		
5/02	. Housings; Frameworks		
7/00	<b>Input mechanisms</b>		
7/02	. Keyboards	15/04	. Adding or subtracting devices ( <a href="#">G06C 15/08</a> takes precedence)
7/04	. . Interlocking devices, e.g. between keys	15/06	. . having balance totalising; Obtaining sub-total
7/06	. . with one set of keys for each denomination	15/08	. Multiplying or dividing devices; Devices for computing the exponent or root
7/08	. . with one set of keys for all denominations, e.g. ten-key board	15/10	. . having more than one denominational set of keys operating directly on computing mechanism
7/09	. Transfer of data from record carrier to computing mechanisms	15/12	. . having pin carriage
7/10	. Transfer mechanisms, e.g. transfer of a figure from a ten-key keyboard into the pin carriage	15/14	. . having pin wheel, e.g. Odhner type
7/12	. Resetting devices, e.g. for the keyboard	15/16	. . having stepped-toothed actuating drums, e.g. Thomas type
9/00	<b>Transfer mechanisms, e.g. for transmitting figures from the input mechanism into the computing mechanism (<a href="#">G06C 7/10</a>, <a href="#">G06C 11/00</a>, <a href="#">G06C 15/00</a> take precedence)</b>	15/18	. . having multiplication table for forming partial products
9/02	. Back-transfer arrangements, e.g. to transfer a value accumulated in a register back into the selection mechanism	15/20	. . adapted for short-cut multiplication or division
		15/22	. Arrangements for two or more computing devices; Arrangements for subdivision into two or more computing mechanisms, e.g. splitting
11/00	<b>Output mechanisms</b>	15/24	. Devices for counting the cycles of operation in division or multiplication
11/02	. with visual indication, e.g. counter drum	15/26	. Devices for transfer between orders, e.g. tens transfer device
11/04	. with printing mechanisms, e.g. for character-at-a-time or line-at-a-time printing	15/28	. . where transfer is effected in one step
11/06	. . having type hammers	15/30	. . where transfer is effected in two steps
11/08	. with punching mechanism	15/32	. . . with provision for simultaneous transfer between all orders
11/10	. Arrangements for feeding single sheets or continuous web or tape, e.g. ejection device; Line-spacing devices	15/34	. . where transfer is effected by planet gear, i.e. crawl type
11/12	. . for feeding tape	15/36	. . . with aligning means
13/00	<b>Storage mechanisms (mechanical counters with input only to the lowest order <a href="#">G06M 1/04</a>)</b>	15/38	. . for pin-wheel computing mechanisms
		15/40	. . for stepped-toothed-drum computing mechanism
		15/42	. Devices for resetting to zero or other datum

## G06C

- 15/44 . Devices for comparing numerical values, e.g. zero check
- 15/46 . Arrangements for rounding-off
- 15/48 . Arrangements for selection of one out of several counting registers ([item-counting devices G06C 25/02](#))
  
- 17/00 Mechanisms for converting from one notational system to another, i.e. radix conversion**
  
- 19/00 Decimal-point mechanisms; Analogous mechanisms for non-decimal notations**
- 19/02 . Devices for indicating the point
- 19/04 . Devices for printing the point
  
- 21/00 Programming-mechanisms for determining the steps to be performed by the computing machine, e.g. when a key or certain keys are depressed ([mechanisms merely for producing multiplication by repeated addition G06C 15/08](#))**
- 21/02 . in which the operation of the mechanism is determined by the position of the carriage
- 21/04 . Conditional arrangements for controlling subsequent operating functions, e.g. control arrangement triggered by a function key and depending on the condition of the register ([arrangements for selection of one out of several counting registers G06C 15/48](#))
  
- 23/00 Driving mechanisms for functional elements**  
**NOTE**  
Group [G06C 23/08](#) takes precedence over groups [G06C 23/02](#) - [G06C 23/06](#).
- 23/02 . of main shaft
- 23/04 . of pin carriage, e.g. for step-by-step movement
- 23/06 . of tabulation devices, e.g. of carriage skip
- 23/08 . Hydraulic or pneumatic actuation
  
- 25/00 Auxiliary functional arrangements, e.g. interlocks ([interlocks in keyboards G06C 7/04](#))**
- 25/02 . Item-counting devices ([devices for counting the cycles of operation in division or multiplication G06C 15/24](#))
  
- 27/00 Computing machines characterised by the structural interrelation of their functional units, e.g. invoicing machines**
  
- 29/00 Combinations of computing machines with other machines, e.g. with typewriter, with money-changing apparatus**