

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

- 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**