

Simulation Methods in Special Fields H 2040

1. -Simulation methods. Use **-Simulation methods** as a free-floating subdivision under topical headings for works that discuss comprehensively the development or use of several types of models for studying particular systems, processes, or concepts. Do not use for works that discuss a single simulation method, except in the field of education (see H 2110, sec. 10).

2. Simulation methods using a single model type. For works that discuss the simulation of a particular system, process, or concept using only one model type, assign only the heading appropriate for the model type. *Examples:*

Abstract or symbolic models:

650 #0 \$a Shipping \$x Mathematical models.
650 #0 \$a Electronics \$x Graphic methods.
650 #0 \$a Seepage \$x Electromechanical analogies.
650 #0 \$a Interest rates \$x Econometric models.
650 #0 \$a Carcinogenesis \$x Computer simulation.

Physical or working models:

650 #0 \$a Engineering models.
650 #0 \$a Hydraulic models.
650 #0 \$a Ship models.
650 #0 \$a Wind tunnel models.
650 #0 \$a Airplanes \$x Models.

Simulators (training devices representing real-life situations):

650 #0 \$a Flight simulators.
650 #0 \$a Link trainers.
650 #0 \$a Railroad simulators.
650 #0 \$a Space simulators.

Gaming models (mock competitive situations where two or more persons encounter each other in the context of a real-life problem):

650 #0 \$a Simulation games.
650 #0 \$a Management games.
650 #0 \$a Educational games.
650 #0 \$a War games.

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3. *General computer simulation or digital computer simulation in a particular field.* Use the free-floating subdivision –**Computer simulation** under the pertinent topic.

4. *Analog computer simulation in a particular field.* Bring out such a topic by using two headings:

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650 #0 $a [topic] $x Electromechanical analogies.  
650 #0 $a [topic] $x Data processing.
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