

JIS

JAPANESE INDUSTRIAL STANDARD

**Code of the Japanese graphic
character set for
information interchange**

JIS X 0208—1990

Translated and Published

by

Japanese Standards Association

In the event of any doubt arising,
the original Standard in Japanese is to be final authority.

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Code of the Japanese graphic character
set for information interchange

X 0208-1990

1. Scope

This Japanese Industrial Standard defines a set of graphic characters used to express ordinary Japanese Sentences and their codes on the basis of JIS X 0202.

Remarks 1. This standard only pertains to the classification of characters and their codes, and it does not deal with the concrete design of respective character shape and the like.

2. Applicable standards to this Standard are shown below:

JIS X 0201 Code for Information Interchange

JIS X 0202 Code Extension Techniques for Use with
the Code for Information Interchange

2. Definitions

For the purpose of this standard the following definitions apply:

- (1) character An element of a finite set that is used for expressing or controlling information. Characters are classified into graphic characters and control characters.
- (2) graphic character A character which has a visual representation.

Remarks 1. Graphic characters are classified into the following kinds:

Special characters

Numerals

Roman letters

Hiragana

Katakana

Greek letters

Russian letters

Kanji

Rule line element

Reference Standards:

JIS X 0207-Code of the Control Character Set for Japanese Graphic
Characters for Information Interchange

JIS X 9051-16-Dots Matrix Character Patterns for Display Devices

JIS X 9052-24-Dots Matrix Character Patterns for Dot Printers

2. A graphic character is referred to as a character in some parts of this standard.
3. Graphic characters have the following characteristics:

Character concept
Name (or reading)
Field of use (or method of use)
Character shape
Code

- (3) special character A character which has a special figure and is used as delimiter, sign, etc.
- (4) space A special character which has no visual representation and is used to separate words or to fill a blank.
- (5) numeral A character which is used to represent a numeral.
- (6) roman letter A phonetic symbol which is a main component of written English and other European languages.
- (7) hiragana A phonetic symbol which is a main component of adjunctive words of written Japanese language.
- (8) katakana A phonetic symbol which is a main component of words of foreign origin in written Japanese language.
- (9) greek letter A phonetic symbol which is a main component of written Greek language.
- (10) russian letter A phonetic symbol which is a main component of written Russian language.
- (11) kanji An ideographic symbol which is mainly used to represent independent words of written Japanese language.
- (12) ruled line element A character which is used in combination to prepare a form of table.
- (13) reading Phonetic expression of a character when read within a sentence or called alone. A Kanji character has two types of reading, namely, "On" and "Kun".
- (14) on A type of Kanji reading which is derived from Chinese pronunciation.
- (15) kun A type of Kanji reading which is not "On".
- (16) representative on-kun One "On" or one "Kun" which is selected for each Kanji character to ease search of the character.
- (17) radical A component of a character shape which is selected for each Kanji character to ease search of the character. It is mainly based on the radical system of the Koki Dictionary.

- (18) ward A set of codes or characters which is distinguished by the first byte in the two-type code system.
- (19) point Each code of character which is distinguished by the second byte in a "Ward".

3. Graphic Character

Graphic characters shall be classified into special characters, numerals, Roman letters, Hiragana, Katakana, Greek letters, Russian letters, Kanji and ruled line element.

- (1) Special character The total number of special characters shall be 147. They shall be one space character, 36 descriptive symbols, 22 parenthesis symbols, 45 scientific symbols, 11 unit symbols and 32 general symbols. Their names are given in Annex 1.
- (2) Numerals The total number of numerals shall be 10. They shall be 0 to 9.
- (3) Roman letter The total number of Roman letters shall be 52. They shall be capital letters of A B C Z and small letters of a b c z.
- (4) Hiragana The total number of Hiragana shall be 83. They shall be 48 characters for あいうえお...やゆよ... わるゑをん (Hiragana syllabary including old Hiragana), 20 characters for voiced sounds of が, ざ, だ and ば lines, 5 characters for semi-voiced sounds of line, and 10 small characters for contracted and assimilated sounds which are あいうえおやゆよつわ.
- (5) Katakana The total number of Katakana shall be 86. They shall be 48 characters for アイウエオ...ヤユヨ... ワヰエヲン (Katakana syllabary including old Katakana), 21 characters for voiced sounds of ガ, ザ, ダ and バ lines and ヴ, 5 characters for semi-voiced sounds of パ line, and 12 small characters for contracted and assimilated sounds which are アイウエオヤユヨツワカケ.
- (6) Greek letter The total number of Greek letters shall be 48. They shall be capital letters of ΑΒΓ... Ω and small letters for αβγ... ω.
- (7) Russian letter The total number of Russian letters shall be 66. They shall be capital letters of АБВ... Я and small letters of а б в... я.
- (8) Kanji Kanji characters are classified into the level 1 and the level 2. The total number of Kanji characters shall be 6355, consisting of a set of 2965 level 1 Kanji characters and a set of 3390 level 2 Kanji characters. The classification and the arrangement of Kanji are described in Annex 2.
- (9) Ruled Line Element The total number of ruled line elements shall be 32. They shall be 11 thin line elements, 11 thick line elements, and 10 thin and thick mixed elements. Their names are given in Annex 1.

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4. Code

4.1 Unit of Code The unit of code defined in this standard shall be two bytes. Each byte shall be 7 bits or 8 bits defined in JIS X 0201 and JIS X 0202. The leading byte shall be called the first byte and the following byte shall be called the second byte.

4.2 Position of Code In 7-bit code system, each byte uses 94 positions of code of 2/1 to 7/14 specified in JIS X 0201. In 8 bit code system, each byte uses 94 positions of code of 02/1 to 07/14 or 94 positions of code of 10/1 to 15/14 specified in JIS X 0201.

4.3 Designation and Invocation of Two-Byte Code System

4.3.1 Designation and Invocation in 7-Bit Code System Designation and invocation method of graphic character set represented by multiple bytes specified in JIS X 0202 shall be used. The final character in designation shall be 4/2 and the final character in renewal number escape sequence shall be 4/0.

Reference: Escape sequence of renewal number and designation shall be as follows:

	<u>Renewal number</u>	<u>Designation</u>
G 0 set	<u>ESC 2/6 4/0</u>	<u>ESC 2/4 4/2</u>
G 1 set	<u>ESC 2/6 4/0</u>	<u>ESC 2/4 2/9 4/2</u>
G 2 set	<u>ESC 2/6 4/0</u>	<u>ESC 2/4 2/10 4/2</u>
G 3 set	<u>ESC 2/6 4/0</u>	<u>ESC 2/4 2/11 4/2</u>

4.3.2 Designation and Invocation in 8-Bit Code System Designation and invocation method of graphic character set represented by multiple bytes specified in JIS X 0202 shall be used. The final character in designation shall be 04/2 and the final character in renewal number escape sequence shall be 04/0.

Reference: Escape sequence of renewal number and designation shall be as follows:

	<u>Renewal number</u>	<u>Designation</u>
G 0 set	<u>ESC 02/6 04/0</u>	<u>ESC 02/4 04/2</u>
G 1 set	<u>ESC 02/6 04/0</u>	<u>ESC 02/4 02/9 04/2</u>
G 2 set	<u>ESC 02/6 04/0</u>	<u>ESC 02/4 02/10 04/2</u>
G 3 set	<u>ESC 02/6 04/0</u>	<u>ESC 02/4 02/11 04/2</u>

4.4 Code for Graphic Characters The code for graphic characters shall be as shown in Table 1. The b_7 to b_1 of each byte correspond to b_7 to b_1 of 7-bit code or 8-bit code. In the case of 8-bit code, b_8 is decided to be zero or 1 according to the invocation method after designating this two byte graphic character set.

4.5 Ward-Point Number The position of each code and each character in the code table is represented by ward-point number. Ward number is from 1 to 94 and point number from 1 to 94, and they are connected with a hyphen.

Example: 1-1 Space

Remarks: The correspondence between column number and row number defined in JIS X 0201 and ward number and point number is given below.

Column number/row number 2/1 to 7/14 (7-bit code system)

02/1 to 07/14 (8-bit code system)

10/1 to 15/14 (8-bit code system)

Ward number 1 to 94

Point number 1 to 94

The first byte							Point Word	The second byte																											
b ₇	b ₆	b ₅	b ₄	b ₃	b ₂	b ₁		b ₇	b ₆	b ₅	b ₄	b ₃	b ₂	b ₁																					
0	1	0	0	0	0	1	1	(SP)	、	。	、	。	。	:	;	?	!	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□			
0	1	0	0	0	1	0	2	◆	□	■	△	▲	▽	▼	※	〒	→	←	↑	↓	＝														
0	1	0	0	0	1	1	3															0	1	2	3	4	5	6	7	8	9				
0	1	0	0	1	0	0	4	あ	い	う	え	お	か	が	き	ぎ	く	ぐ	け	げ	こ	ご	さ	ざ	し	じ	す	ず	せ	そ	ぜ				
0	1	0	0	1	0	1	5	ア	イ	ウ	エ	オ	カ	ガ	キ	グ	ケ	コ	ゴ	サ	ザ	シ	ジ	ス	ズ	セ	ソ	ゼ	ゾ	ショ	ジョ				
0	1	0	0	1	1	0	6	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X				
0	1	0	0	1	1	1	7	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X				
0	1	0	1	0	0	0	8	一	二	三	四	五	六	七	八	九	十	十一	十二	十三	十四	十五	十六	十七	十八	十九	二十	二十一	二十二	二十三	二十四				
0	1	0	1	0	0	1	9																												
0	1	0	1	0	1	0	10																												
0	1	0	1	0	1	1	11																												
0	1	0	1	1	0	0	12																												
0	1	0	1	1	0	1	13																												
0	1	0	1	1	1	0	14																												
0	1	0	1	1	1	1	15																												
0	1	1	0	0	0	0	16	亜	啞	娃	阿	哀	愛	挨	始	逢	葵	茜	穉	惡	握	渥	旭	葦	芦	鯨	梓	庄	幹	扱	宛				
0	1	1	0	0	0	1	17	院	陰	隱	韻	吋	右	宇	烏	羽	迂	雨	卯	鵠	窺	丑	碓	白	渦	嘘	唄	蔚	蔚	宛	姐	虻	飴		
0	1	1	0	0	1	0	18	押	旺	横	欧	灰	王	翁	襖	鶯	迂	雨	卯	鵠	窺	丑	碓	白	渦	嘘	唄	蔚	蔚	宛	姐	虻	飴		
0	1	1	0	0	1	1	19	魁	晦	械	海	灰	界	皆	繪	芥	蟹	開	岡	沖	荻	億	屋	億	臆	桶	牡	乙	俺	卸	恩				
0	1	1	0	1	0	0	20	粥	刈	刈	瓦	乾	侃	冠	寒	刊	勘	卷	喚	堪	姦	完	官	寬	干	幹	慨	患	憾	換	敢				
0	1	1	0	1	0	1	21	機	歸	毅	氣	汽	畿	祈	季	稀	紀	規	記	貴	起	軌	輝	飢	騎	鬼	龜	偽	儀	妓	戲				
0	1	1	0	1	1	0	22	供	俠	僑	兇	競	共	凶	協	匡	卿	叫	喬	峽	強	彊	怯	恐	恭	挾	教	橋	況	狹	矯				
0	1	1	0	1	1	1	23	掘	窟	沓	靴	轡	窪	限	衆	栗	線	桑	歟	勲	君	薰	訓	群	軍	郡	卦	袈	邪	傾	刑				
0	1	1	1	0	0	0	24	検	権	牽	犬	猷	研	硯	絹	果	肩	見	謙	賢	軒	遣	鍵	險	頭	駭	元	原	幻	弦	減				
0	1	1	1	0	0	1	25	后	喉	坑	垢	好	孔	孝	宏	工	巧	巷	幸	広	庚	康	弘	恒	慌	抗	拘	控	攻	昂	更				
0	1	1	1	0	1	0	26	此	頃	今	困	坤	壘	婚	恨	懇	昏	昆	根	梱	混	痕	紺	艮	魂	些	佐	又	唆	嗟	差				
0	1	1	1	0	1	1	27	察	拶	撮	擦	札	殺	薩	雜	阜	鯖	捌	自	時	辭	血	晒	傘	參	山	慘	撒	散	燦	產				
0	1	1	1	1	0	0	28	次	滋	治	爾	璽	痔	磁	示	而	耳	自	時	辭	血	晒	傘	參	山	慘	撒	散	燦	產	算				
0	1	1	1	1	0	1	29	宗	就	州	修	愁	拾	洲	秀	秋	終	繡	習	臭	舟	菟	衆	襲	讐	蹴	輯	週	酉	酬	什				
0	1	1	1	1	1	0	30	勝	匠	升	召	哨	商	唱	嘗	幸	姦	守	守	守	守	守	守	守	守	守	守	守	守	守	守				
0	1	1	1	1	1	1	31	拭	植	殖	燭	織	職	色	觸	食	飼	守	守	守	守	守	守	守	守	守	守	守	守	守	守				

Characters

[illegible]

0	1	1	1	0	1	1	27	察	撈	撮	擦	札	殺	薩	雜	阜	鯖	捌	鏑	鮫	皿	晒	三	傘	參	山	慘	撒	散	棧	燦	珊	產	算			
0	1	1	1	1	0	0	28	次	滋	治	爾	璽	痔	磁	示	而	耳	自	蒔	辭	汐	鹿	式	識	鳴	竺	軸	穴	零	七	叱	執	失	嫉			
0	1	1	1	1	0	1	29	宗	就	州	修	愁	拾	洲	秀	秋	終	繡	習	臭	舟	蒐	衆	襲	讐	蹴	輯	週	酋	酬	集	醜	什	住			
0	1	1	1	1	1	0	30	勝	匠	升	召	哨	商	唱	嘗	獎	妾	娼	宵	將	小	少	尚	庄	床	廠	彰	承	抄	招	掌	捷	昇	昌			
0	1	1	1	1	1	1	31	拭	植	殖	燭	織	職	色	舐	食	蝕	辱	尻	伸	信	侵	唇	娠	寢	審	心	慎	振	新	晉	森	榛	浸			
1	0	0	0	0	0	0	32	澄	摺	寸	世	瀨	畝	是	淒	制	勢	姓	征	性	成	政	整	星	晴	棲	栖	正	清	牲	生	盛	精	聖			
1	0	0	0	0	0	1	33	纖	羨	腺	舛	船	薦	詮	賤	踐	選	遷	錢	銑	閃	鮮	前	善	漸	然	全	禪	繕	膳	糧	贈	塑	咀			
1	0	0	0	0	1	0	34	臟	藏	贈	造	促	側	則	即	息	捉	束	測	足	速	俗	屬	賊	族	統	卒	袖	其	掬	存	孫	尊	損			
1	0	0	0	0	1	1	35	叩	但	達	辰	奪	脫	異	豎	迪	棚	谷	狸	鱈	樽	誰	丹	單	嘆	坦	担	探	旦	歎	淡	湛	炭	短			
1	0	0	0	1	0	0	36	帖	帳	庁	弔	張	彫	徵	懲	挑	暢	朝	潮	牒	町	眺	聰	脹	腸	蝶	調	諜	超	跳	銚	長	頂	鳥			
1	0	0	0	1	0	1	37	邸	鄭	釘	鼎	泥	摘	擢	敵	滴	的	笛	適	鏞	溺	哲	徹	撤	轍	迭	鐵	典	填	天	展	店	添	纏			
1	0	0	0	1	1	0	38	董	蕩	藤	討	膳	豆	踏	逃	透	鐙	陶	頭	騰	闔	働	動	同	堂	導	撞	洞	瞳	童	胴	苟	道				
1	0	0	0	1	1	1	39	如	尿	韭	任	妊	忍	認	濡	襴	衤	寧	葱	貓	熱	年	念	捻	撚	燃	粘	乃	廼	之	埜	囊	惱	濃			
1	0	0	1	0	0	0	40	函	箱	裕	箸	筭	筭	櫨	幡	肌	烟	昌	八	鉢	澆	兇	醢	髮	伐	罰	拔	筏	閥	鳩	嘶	塢	蛤	隼			
1	0	0	1	0	0	1	41	鼻	終	稗	匹	疋	髭	彥	膝	菱	肘	弼	必	畢	筆	逼	桧	姬	媛	紐	百	謬	儀	彪	標	水	漂	瓢			
1	0	0	1	0	1	0	42	福	腹	複	覆	淵	弗	弘	沸	仏	物	鮒	分	吻	噴	墳	憤	扮	焚	奮	粉	糞	紛	雰	文	聞	丙	併			
1	0	0	1	0	1	1	43	法	泡	烹	砲	縫	胞	芳	萌	蓬	蜂	褒	訪	豐	邦	鋒	飽	鳳	鵬	乏	亡	傍	剖	坊	妨	帽	忘	忙			
1	0	0	1	1	0	0	44	漫	蔓	味	未	魅	巳	箕	岬	密	蜜	湊	叢	叢	脈	妙	耗	眠	眠	務	夢	無	牟	矛	霧	鵠	棕	媚			
1	0	0	1	1	0	1	45	諭	輸	唯	佑	優	勇	友	宥	幽	悠	憂	掛	有	柚	湧	湧	猶	猷	由	祐	裕	誘	遊	邑	郵	雄	融			
1	0	0	1	1	1	0	46	痢	裏	裡	里	離	陸	律	率	立	莅	掠	略	劉	流	溜	琉	留	疏	粒	隆	竜	龍	侶	慮	旅	虜	了			
1	0	0	1	1	1	1	47	蓮	連	鍊	呂	魯	櫓	路	路	露	勞	婁	廊	弄	朗	樓	榔	浪	漏	牢	狼	籠	老	聾	蠟	郎	六	仍			
1	0	1	0	0	0	0	48	式	丐	丕	个	巾	井	丿	父	乖	乘	亂	丁	豫	事	舒	式	于	亞	亟	一	亢	京	毫	亶	从	仍	兒			
1	0	1	0	0	0	1	49	僉	僊	傳	僂	僖	僞	僂	僭	僭	僮	價	儉	儁	儁	儁	儁	儁	儁	儁	儁	儁	儁	儁	儁	儁	儁	儁	兒		
1	0	1	0	0	1	0	50	辨	劬	劬	劬	劬	劬	劬	劬	劬	劬	劬	劬	劬	劬	劬	劬	劬	劬	劬	劬	劬	劬	劬	劬	劬	劬	劬	匪		
1	0	1	0	0	1	1	51	咫	哂	咤	咤	咤	咤	咤	咤	咤	咤	咤	咤	咤	咤	咤	咤	咤	咤	咤	咤	咤	咤	咤	咤	咤	咤	咤	呷		
1	0	1	0	1	0	0	52	圈	國	圍	圓	團	圖	圖	圖	圖	圖	圖	圖	圖	圖	圖	圖	圖	圖	圖	圖	圖	圖	圖	圖	圖	圖	圖	圪		
1	0	1	0	1	0	1	53	奸	妁	妝	佞	佞	妣	妣	妣	妣	妣	妣	妣	妣	妣	妣	妣	妣	妣	妣	妣	妣	妣	妣	妣	妣	妣	媚			
1	0	1	0	1	1	0	54	屐	屏	屏	屬	屮	屮	屮	屮	屮	屮	屮	屮	屮	屮	屮	屮	屮	屮	屮	屮	屮	屮	屮	屮	屮	屮	岵	峒		
1	0	1	0	1	1	1	55	廖	廣	廐	廐	廐	廐	廐	廐	廐	廐	廐	廐	廐	廐	廐	廐	廐	廐	廐	廐	廐	廐	廐	廐	廐	廐	廐	弼	弼	
1	0	1	1	0	0	0	56	悄	俊	悖	悖	悖	悖	悖	悖	悖	悖	悖	悖	悖	悖	悖	悖	悖	悖	悖	悖	悖	悖	悖	悖	悖	悖	悖	惚		
1	0	1	1	0	0	1	57	憂	戡	截	戮	戰	戲	戮	扁	扎	扞	扞	扞	扞	扞	扞	扞	扞	扞	扞	扞	扞	扞	扞	扞	扞	扞	扞	扞	扞	
1	0	1	1	0	1	0	58	據	擒	擅	擇	捷	擎	插	擱	舉	舉	擠	擡	抬	擡	擡	擡	擡	擡	擡	擡	擡	擡	擡	擡	擡	擡	擡	擡	擡	
1	0	1	1	0	1	1	59	曄	瞭	曖	曠	曠	曠	曠	曠	曠	曠	曠	曠	曠	曠	曠	曠	曠	曠	曠	曠	曠	曠	曠	曠	曠	曠	曠	曠	曠	
1	0	1	1	1	0	0	60	樁	棧	棕	櫻	椒	接	棗	棗	柳	棗	棠	桤	桤	桤	桤	桤	桤	桤	桤	桤	桤	桤	桤	桤	桤	桤	桤	桤	桤	
1	0	1	1	1	0	1	61	槩	槩	檻	檻	檻	檻	檻	檻	檻	檻	檻	檻	檻	檻	檻	檻	檻	檻	檻	檻	檻	檻	檻	檻	檻	檻	檻	檻	檻	檻
1	0	1	1	1	1	0	62	泔	泛	泯	泯	泯	泯	泯	泯	泯	泯	泯	泯	泯	泯	泯	泯	泯	泯	泯	泯	泯	泯	泯	泯	泯	泯	泯	泯	泯	
1	0	1	1	1	1	1	63	漾	漓	漓	漓	漓	漓	漓	漓	漓	漓	漓	漓	漓	漓	漓	漓	漓	漓	漓	漓	漓	漓								





[illegible]

[illegible]

Annex 1. Special Characters and Ruled Line Elements

The names of the special characters and ruled line elements are specified in Annex 1 Tables 1 to 7.

Annex 1 Table 1. Space

Position in the code table	Character	Name
1-1	(SP)	Space

Annex 1 Table 2. Descriptive Symbols

Position in the code table	Character	Name
1-2	□	Japanese comma
1-3	□	Japanese full stop
1-4	□	Comma
1-5	□	Period
1-6	□	Conjunctive symbol
1-7	:	Colon
1-8	;	Semi-colon
1-9	?	Question mark
1-10	!	Exclamation mark
1-11	□	Voiced sound symbol
1-12	□	Semi-voiced sound symbol
1-13	□	Accent aigu, prime sign, acute accent
1-14	□	Accent grave, grave accent
1-15	□	Umlaut, diaeresis
1-16	□	Accent circonflexe, circumflex accent
1-17	□	Overline, logical NOT
1-18	□	Underline
1-19	ゝ	Katakana iteration mark
1-20	ゞ	Katakana iteration mark (for voiced sound)

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Annex 1 Table 2 (Continued)

Position in the code table	Character	Name
1-21	ゝ	Hiragana iteration mark
1-22	ゞ	Hiragana iteration mark (for voiced sound)
1-23	〃	Ditto mark
1-24	仝	Ditto mark
1-25	々	Iteration mark
1-26	ㇿ	Shime (closing) mark
1-27	〇	Kanji zero
1-28	—	Prolonged sound symbol
1-29	—	Dash (em)
1-30	-	Hyphen (quarter)
1-31	/	Solidus
1-32	\	Reverse solidus
1-33	~	Wave dash
1-34		Double vertical line, parallel
1-35		Vertical line
1-36	...	Three-point leader
1-37	..	Two-point leader

Annex 1 Table 3. Parenthesis Symbols

Position in the code table	Character	Name
1-38	「	Left single quotation mark
1-39	」	Right single quotation mark, apostrophe
1-40	「	Left double quotation mark
1-41	」	Right double quotation mark
1-42	(	Opening parenthesis
1-43	)	Closing parenthesis
1-44	[	Opening tortoise-shell bracket
1-45	]	Closing tortoise-shell bracket
1-46	[	Opening large bracket Opening square bracket
1-47	]	Closing large bracket Closing square bracket
1-48	{	Opening curly bracket
1-49	}	Closing curly bracket
1-50	<	Opening angle bracket
1-51	>	Closing angle bracket
1-52	《	Opening double angle bracket
1-53	》	Closing double angle bracket
1-54	「	Opening hook bracket
1-55	」	Closing hook bracket
1-56	『	Opening double hook bracket
1-57	』	Closing double hook bracket
1-58	[	Opening boldface square bracket
1-59	]	Closing boldface square bracket

Annex 1 Table 4. Scientific symbols

Position in the code table	Character	Name
1-60	+	Plus sign, adding symbol
1-61	-	Minus sign, subtract symbol
1-62	$\pm$	Plus or minus sign, adding and subtracting symbol
1-63	$\times$	Multiplying symbol
1-64	$\div$	Dividing symbol
1-65	=	Equal sign
1-66	$\neq$	Not-equal sign
1-67	$<$	Unequal sign (less than)
1-68	$>$	Unequal sign (greater than)
1-69	$\leq$	Less than or equal
1-70	$\geq$	Greater than or equal
1-71	∞	Infinity
1-72	$\therefore$	Therefore
1-73	σ	Male symbol
1-74	ϕ	Female symbol
2-60	$\angle$	Angle
2-61	$\perp$	Perpendicular sign
2-62	$\frown$	(arc) arc AB of a circle
2-63	∂	Curly d
2-64	∇	Nabla operator
2-65	$\equiv$	Identity sign
2-66	$\approx$	Approximately equal
2-67	$\ll$	Much less sign
2-68	$\gg$	Much greater sign
2-69	$\sqrt{\quad}$	Root sign
2-70	$\sim$	Is similar to

Annex 1 Table 4 (Continued)

Position in the code table	Character	Name
2-71	$\propto$	Proportionality sign
2-72	$\because$	Because sign
2-73	$\int$	Integral sign
2-74	$\iint$	Double integral
2-26	$\in$	L belongs to R
2-27	$\ni$	The set L contains R (as element)
2-28	$\subseteq$	L is included in R, L is a subset of R
2-29	$\supseteq$	L includes R (as subset)
2-30	$\subset$	L is properly included in R, L is a proper subset of R
2-31	$\supset$	L includes R properly
2-32	$\cup$	Union of L and R
2-33	$\cap$	Intersection of L and R, L inter R
2-42	$\wedge$	Conjunction sign
2-43	$\vee$	Disjunction sign
2-44	$\neg$	Negation sign
2-45	$\Rightarrow$	Implication sign
2-46	$\Leftrightarrow$	Equivalence sign
2-47	$\forall$	Universal quantifier
2-48	$\exists$	Existential quantifier

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Annex 1 Table 5. Unit symbols

Position in the code table	Character	Name
1-75	°	Degree
1-76	′	Minute
1-77	″	Second
1-78	°C	Centigrade symbol
1-79	¥	Yen sign
1-80	\$	Dollar sign
1-81	¢	Cent sign
1-82	£	Pound sign
1-83	%	Percent
2-82	Å	Angstrom
2-83	‰	Per mille

Annex 1 Table 6. General Symbols

Position in the code table	Character	Name
1-84	#	Number sign, well crib
1-85	&	Ampersand
1-86	*	Star mark, asterisk
1-87	@	Commercial at
1-88	§	Section symbol
1-89	☆	White star
1-90	★	Black star
1-91	○	Circle mark, white circle
1-92	●	Black circle
1-93	◎	Double circle
1-94	◇	Diamond

Annex 1 Table 6 (Continued)

Position in the code table	Character	Name
2-1	◆	Black diamond
2-2	□	Square
2-3	■	Black square
2-4	△	Triangle
2-5	▲	Black triangle
2-6	▽	Reverse triangle
2-7	▼	Black reverse triangle
2-8	※	"Kome (rice)" mark
2-9	〒	Post mark
2-10	→	Rightward arrow
2-11	←	Leftward arrow
2-12	↑	Upward arrow
2-13	↓	Downward arrow
2-14	＝	"Geta" mark
2-84	♯	A sharp
2-85	♭	A flat
2-86	♪	A musical note
2-87	†	A dagger
2-88	‡	Double dagger
2-89	¶	Paragraph sign
2-94	○	Circle for composition

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Annex 1 Table 7. Ruled Line Elements

Position in the code table	Character	Name
8-1		Thin line element
8-2		
8-3		
8-4		
8-5		
8-6		
8-7		
8-8		
8-9		
8-10		
8-11		
8-12		Thick line element
8-13		
8-14		
8-15		
8-16		
8-17		
8-18		
8-19		
8-20		
8-21		
8-22		
8-23		Thin and thick line mixed element
8-24		
8-25		
8-26		
8-27		
8-28		
8-29		
8-30		
8-31		
8-32		

Annex 2. Classification and Arrangement of Kanji

Out of the 6355 Kanji characters of the Japanese graphic character set, 2965 Kanji characters with fundamental nature shall be called as the level 1 Kanji set. They shall be allocated on the 16th to the 47th wards. The other Kanji, 3390 characters shall be called the level 2 Kanji set. They shall be allocated on the 48th to the 84th wards. The Kanji table is shown below. The respective Kanji arrangement follows the following basic rules.

As for the level 1 Kanji set, a representative "On-Kun" is selected for each Kanji. The Kanji characters are arranged in the phonetic order (a-i-u-e-o) of their representative "On-Kun". The Kanji characters of the same "On-Kun" are arranged in the order of "On" and then "Kun". The Kanji characters of the same "On" or the same "Kun" are arranged in the order of radical and in the order of the number of strokes.

As for the level 2 Kanji set, the Kanji characters are classified into the 214 parts of Koki Dictionary by their radical. the Kanji characters belonging to the same part are arranged in the order of the number of strokes. The Kanji characters belonging to the same part and having the same number of strokes shall be arranged in the phonetic order (a-i-u-e-o ...) of their representative "On". However, some characters difficult to find are supplemented in the end of Kanji table.

When Kanji characters with variant fonts are arranged near each other within the level 1 or the level 2, the position of the Kanji character which is regarded as a parent character is determined and it is followed immediately by variant font characters.

References: In the Kanji table, the ward-point number outside the borders and the Kanji characters within the borders alone are a part of the standard. The other numerals, symbols and characters are not a part of the standard.

A representative "On-Kun" was added to each kanji character as a mark for the level 1. "On" is written in katakana, and "Kun" is written in Hiragana. A representative "On-Kun" was added to a leading character alone when some characters have the same "On" or the same "Kun".

Kanji characters having different "On-Kun" which is easy imaginable other than the representative "On-Kun" and their ward-point number are given in the bottom of the page.

The hook " " at the left top of a Kanji character indicates the first character in each phonetic order (a-i-u-e-o ...) or a change of 214 parts of the radicals. In this case, the first phonetic character or the radical was given on the right margin of the same line.

When a parent character is followed immediately by its variant font characters, an arrow was given under the variant. If a variant exists somewhere else, ward-point numbers for mutual reference were given.