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(54) **DEVICE, METHOD, AND GRAPHICAL USER INTERFACE FOR NAVIGATION OF MULTIPLE APPLICATIONS**

(52) **U.S. Cl. 715/790**

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(57) **ABSTRACT**

(21) **Appl. No.: 12/890,499**

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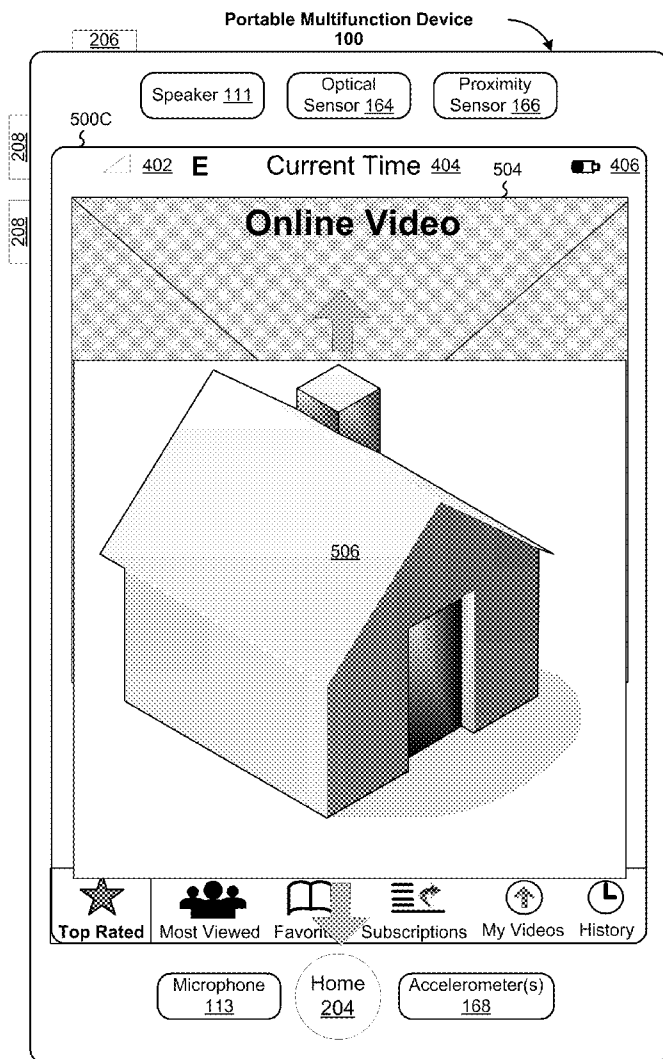
A method a multifunction device with a touch-sensitive display includes: detecting a first user input on a first application icon on the display; in response to detecting the first user input: activating and displaying a first application associated with the first application icon in a first region of the display and displaying a partial view of a second application in a second region of the display without activating the second application; detecting a second user input on the partial view of the second application on the display; in response to detecting the second user input: suspending the first application and activating a full view of the second application on the display; detecting a third user input to deactivate the second application; and, in response to detecting the third user input: deactivating the second application and resuming the first application on the display.

Related U.S. Application Data

(60) Provisional application No. 61/321,864, filed on Apr. 7, 2010.

Publication Classification

(51) **Int. Cl. G06F 3/048** (2006.01)



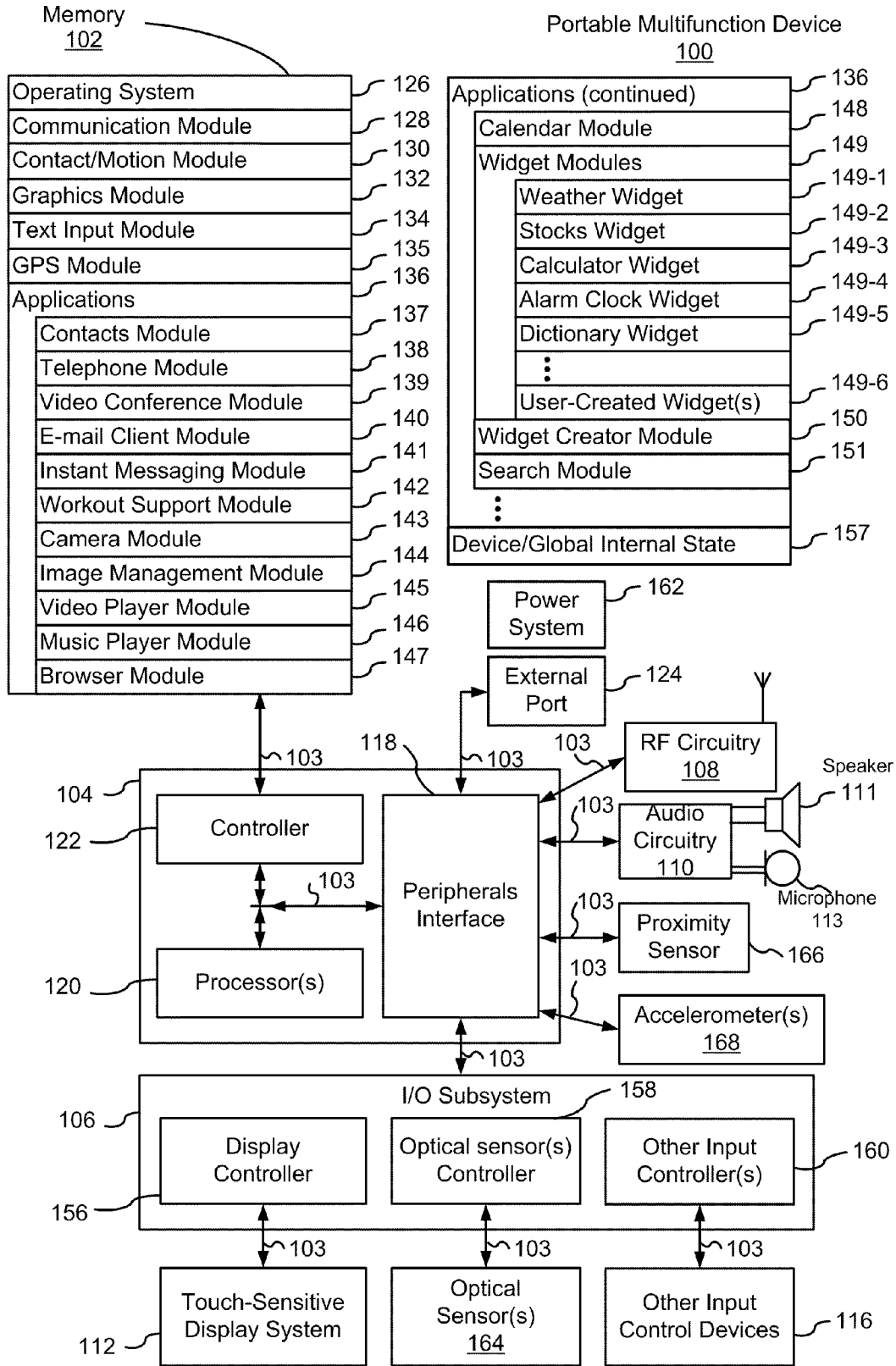


Figure 1A

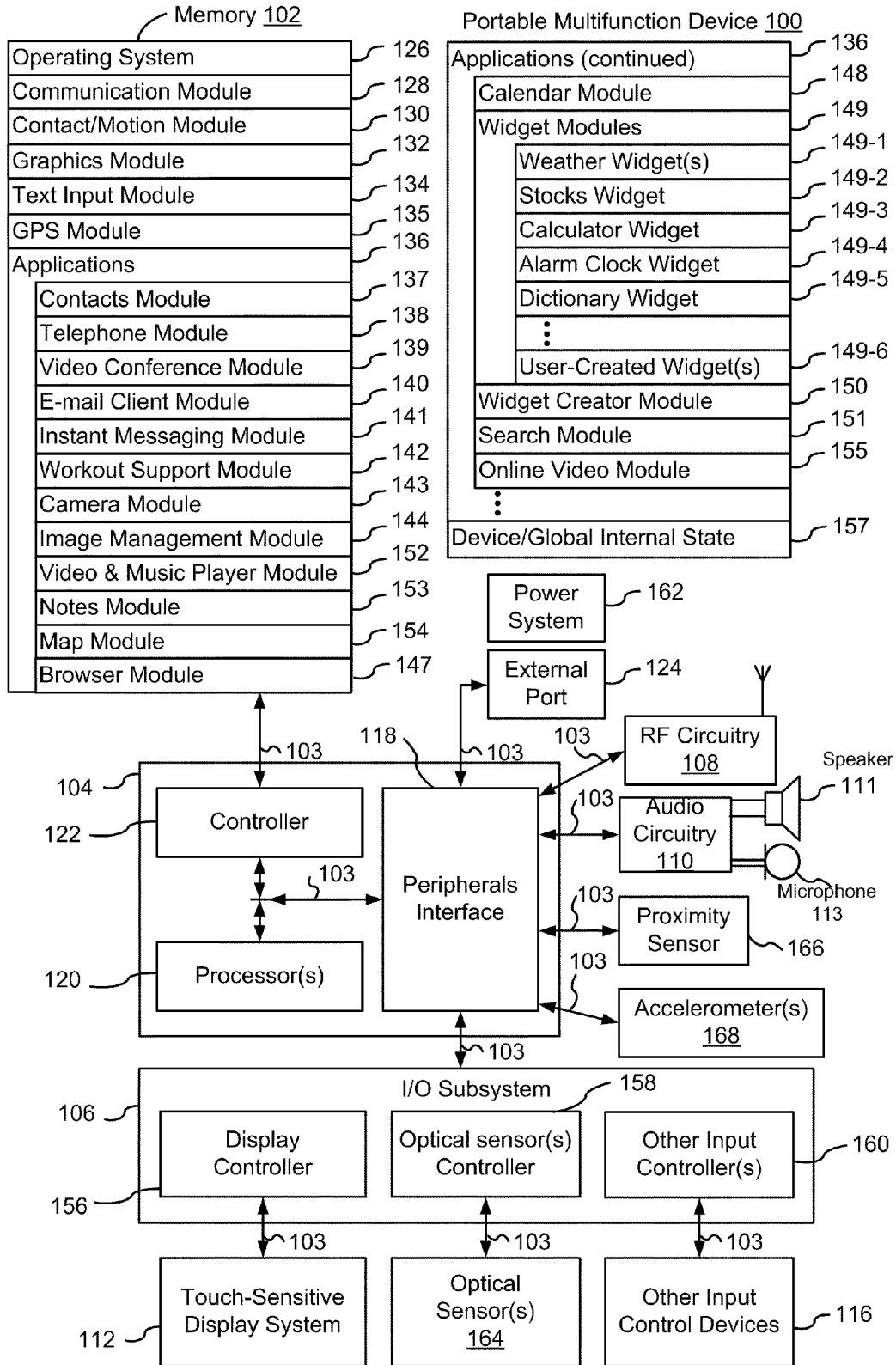


Figure 1B

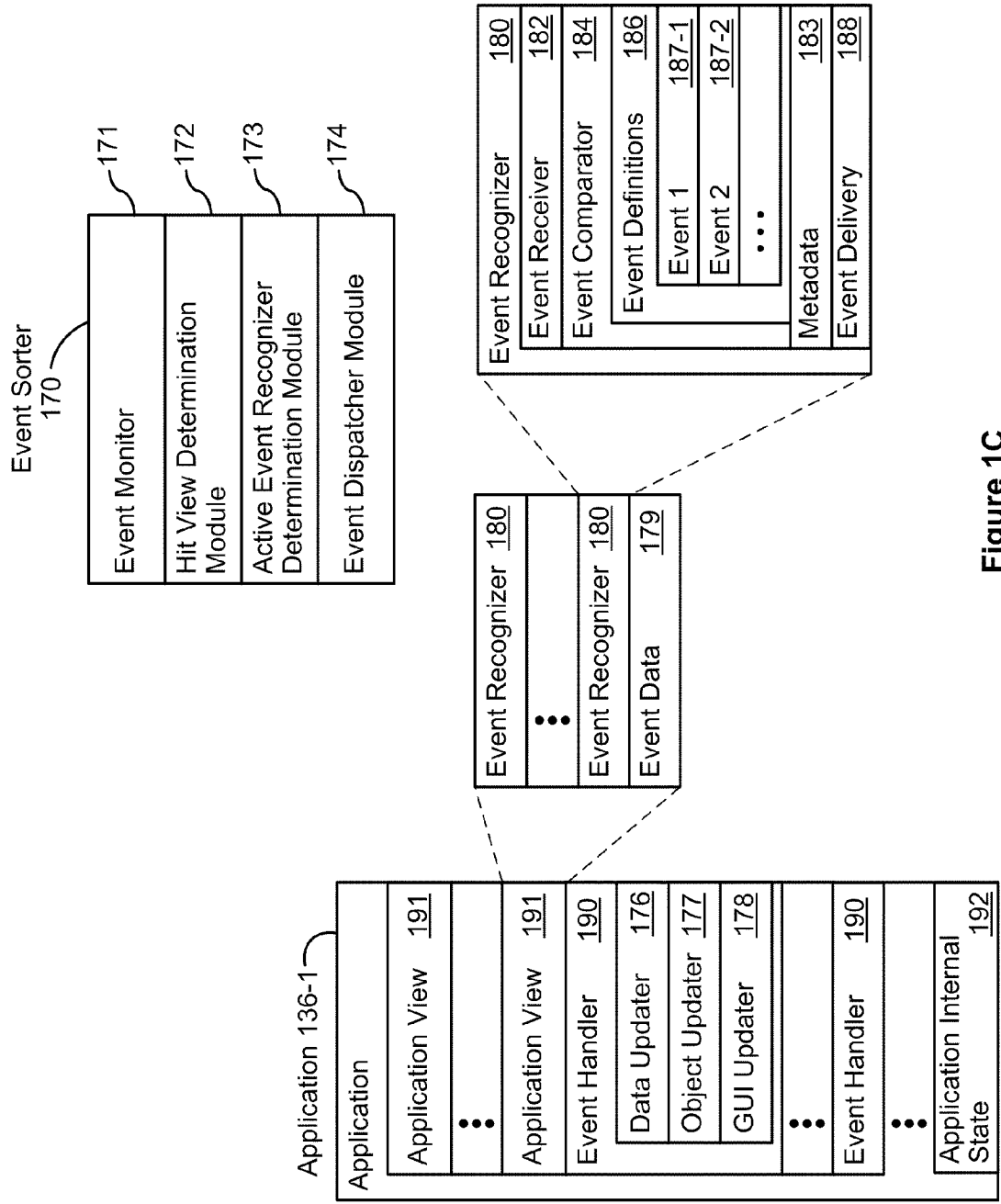


Figure 1C

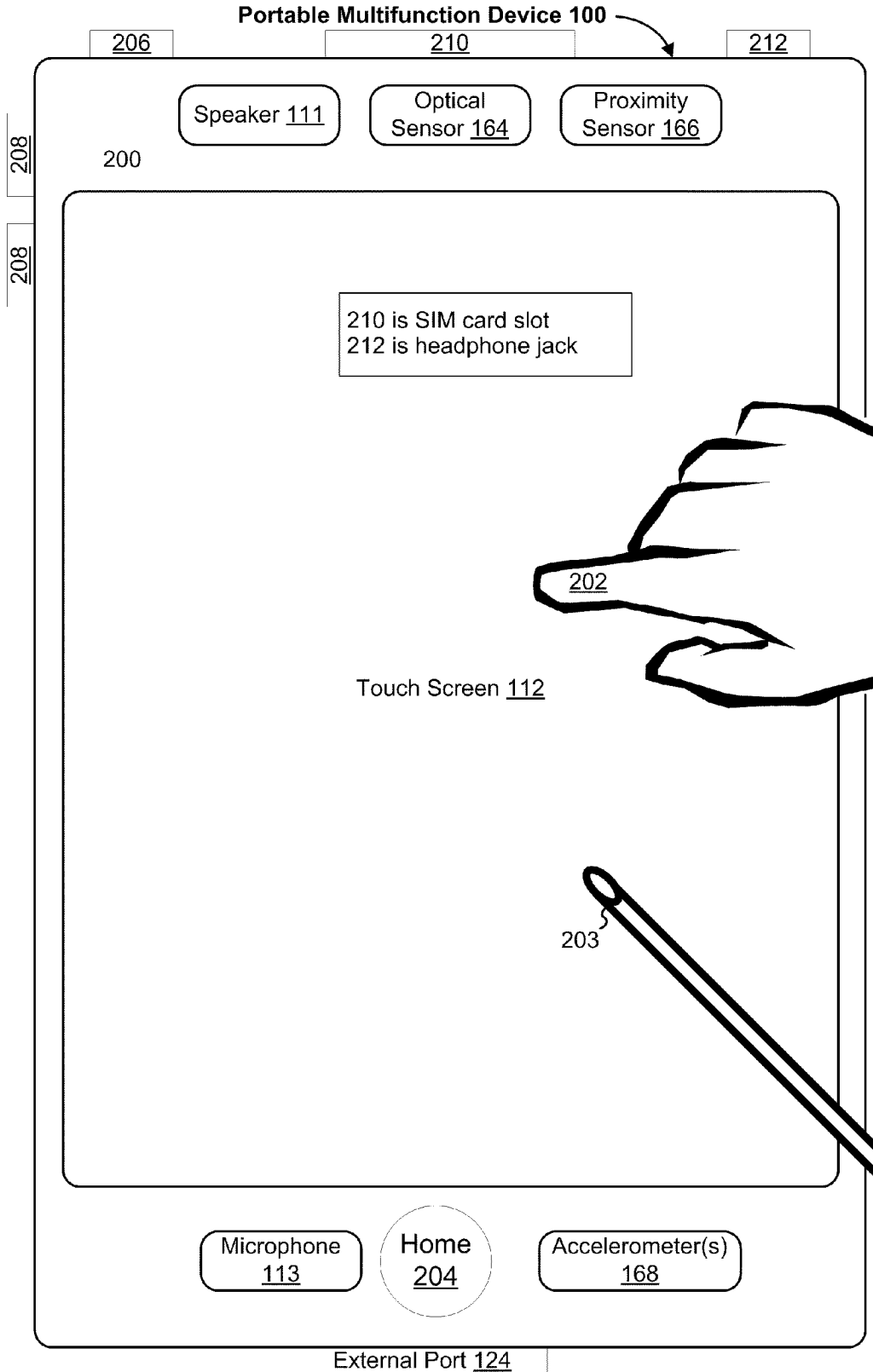


Figure 2

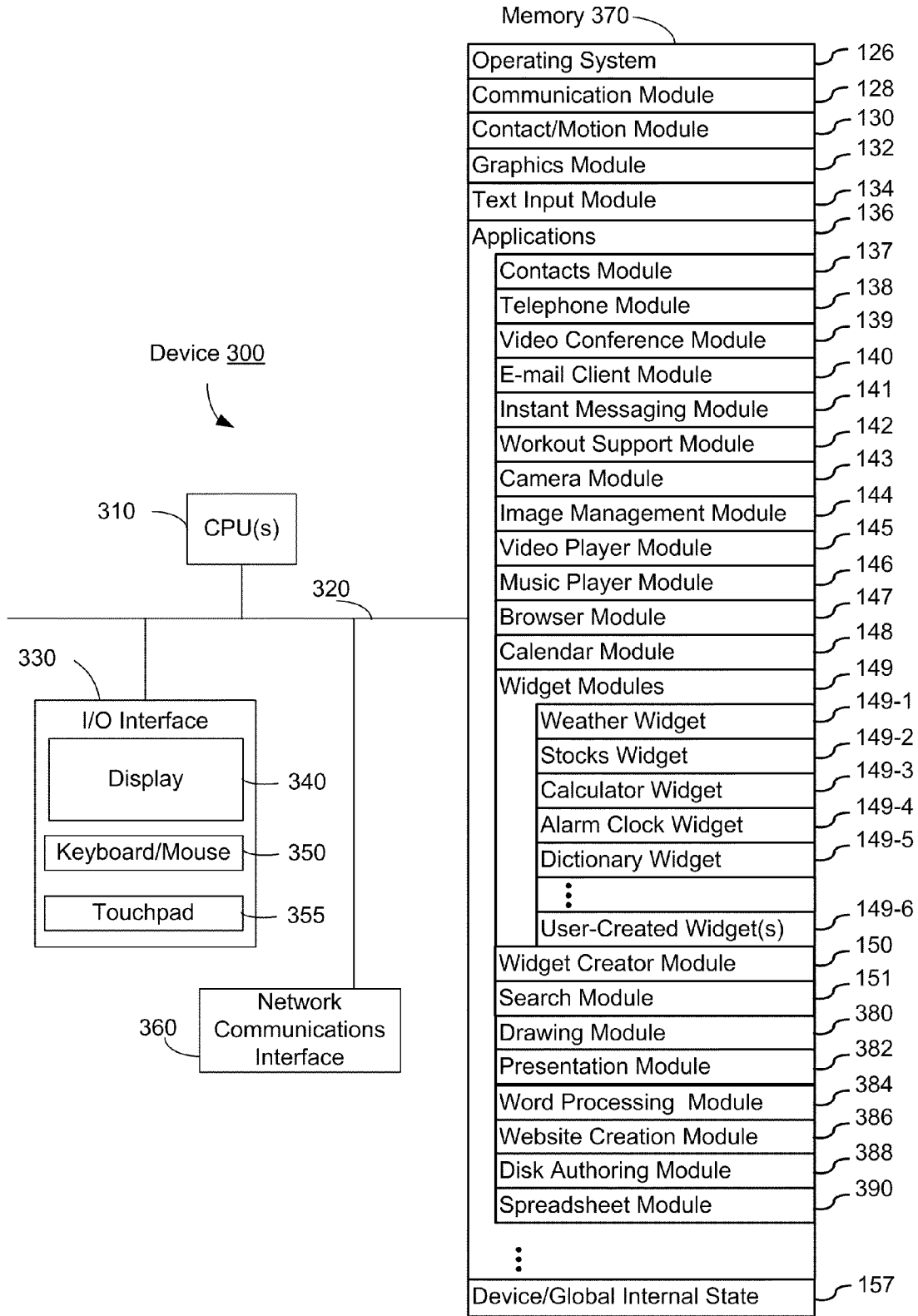


Figure 3

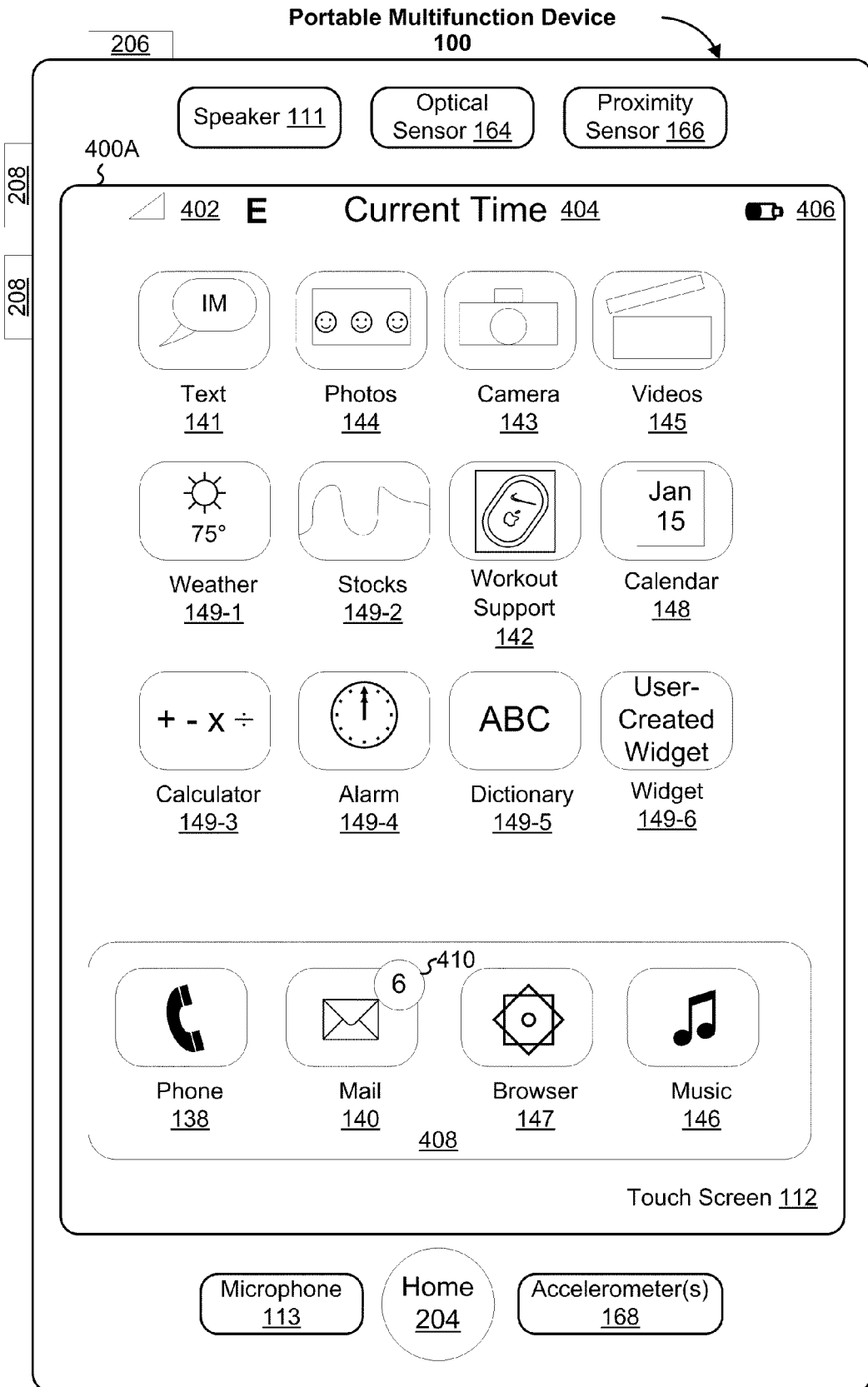


Figure 4A

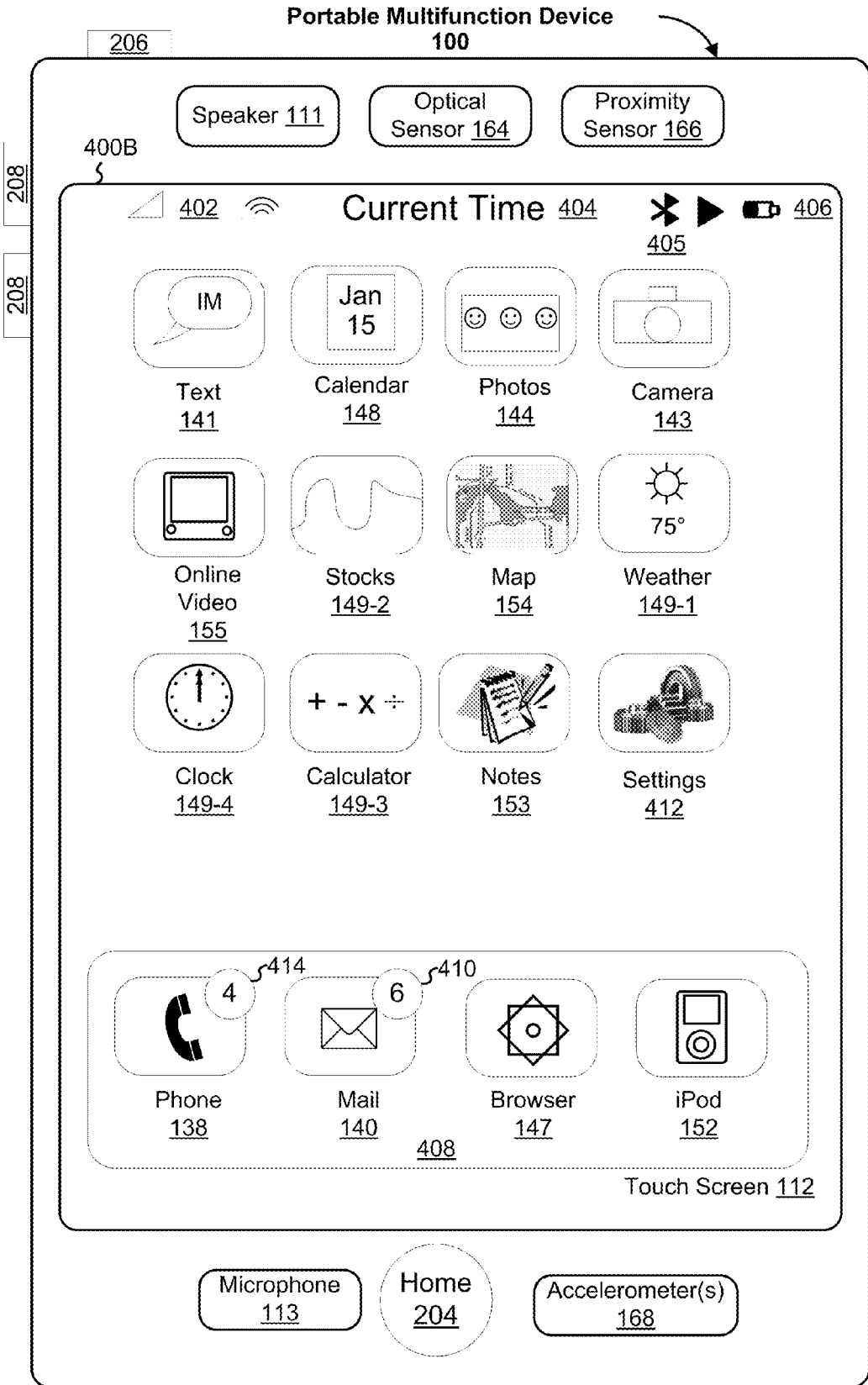


Figure 4B

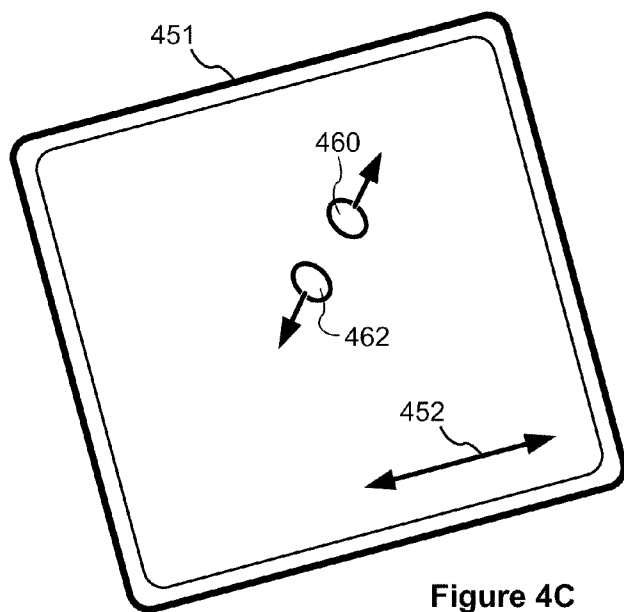
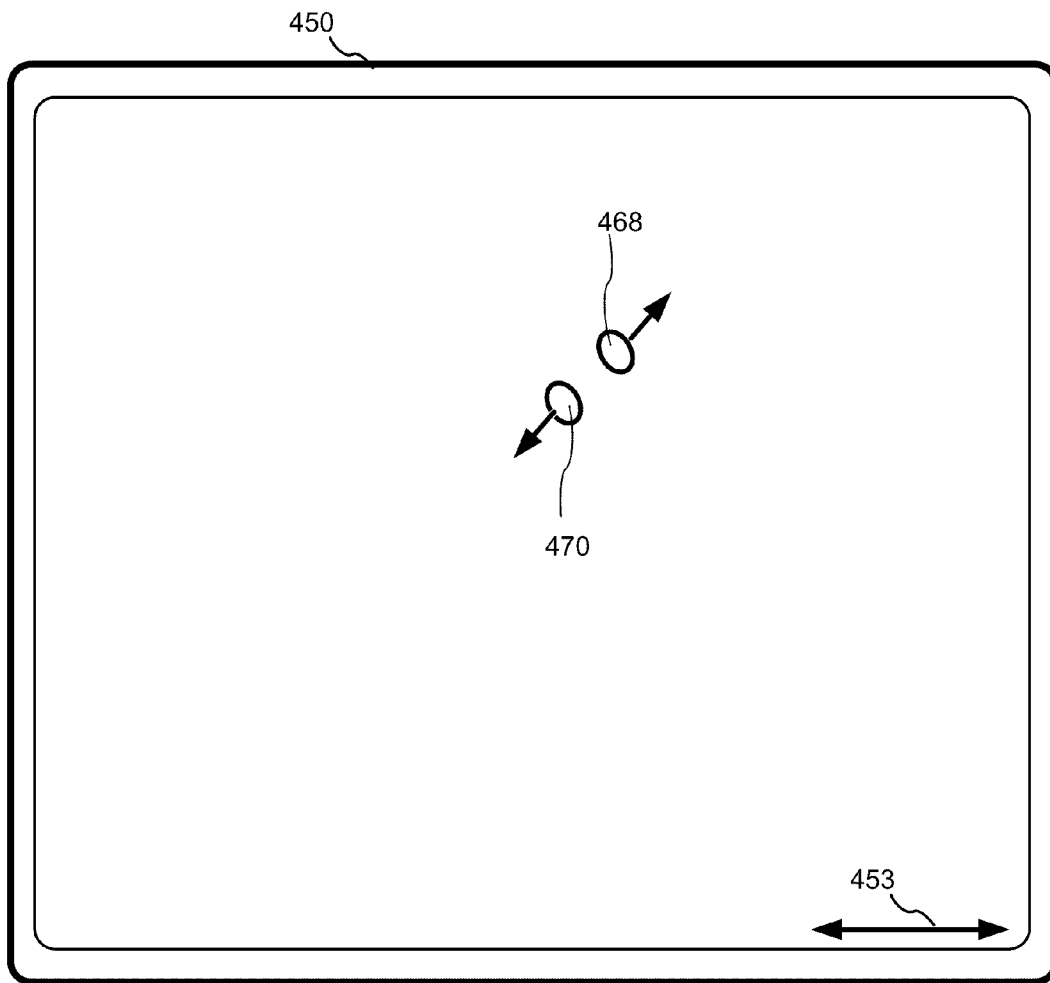


Figure 4C

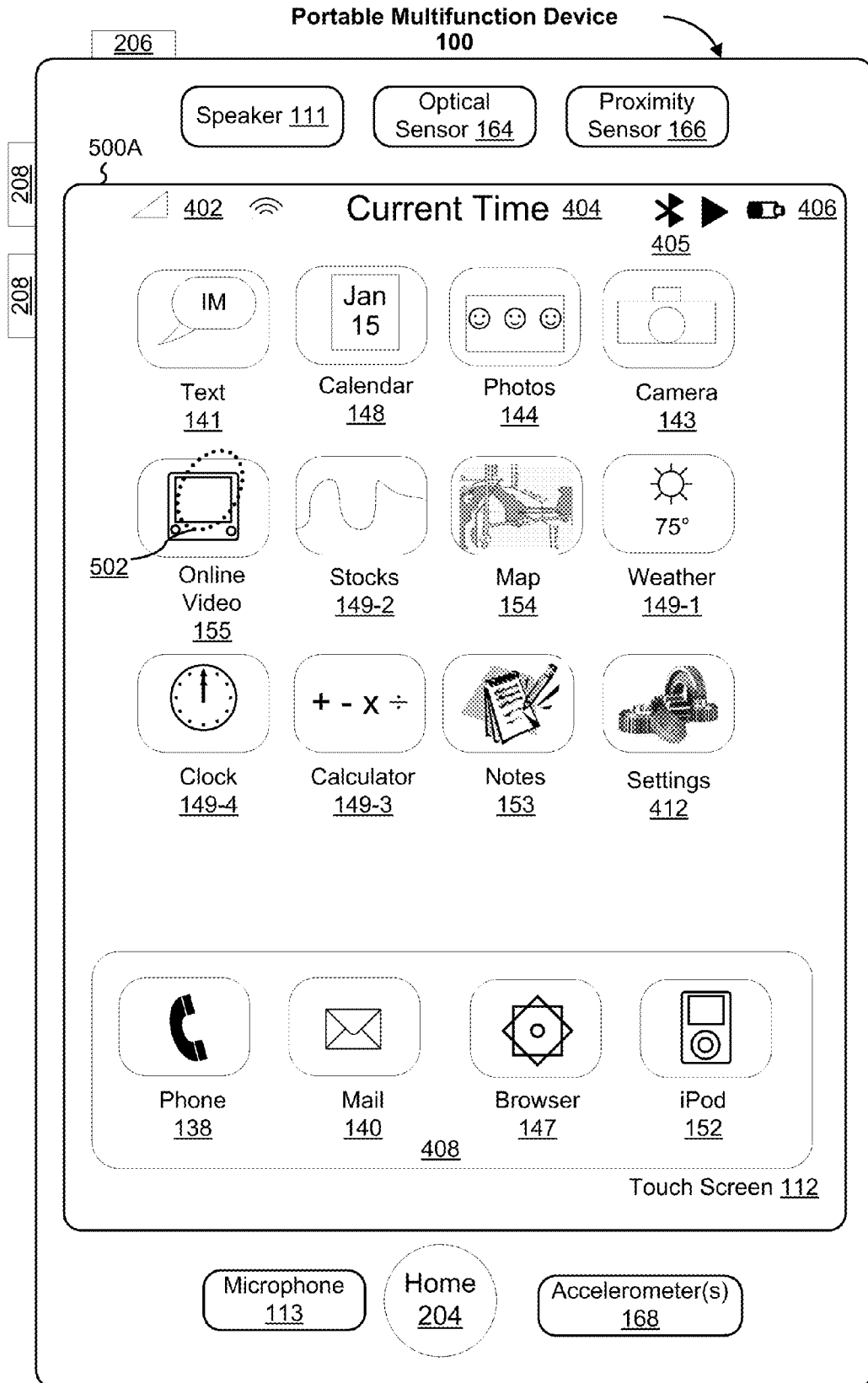


Figure 5A

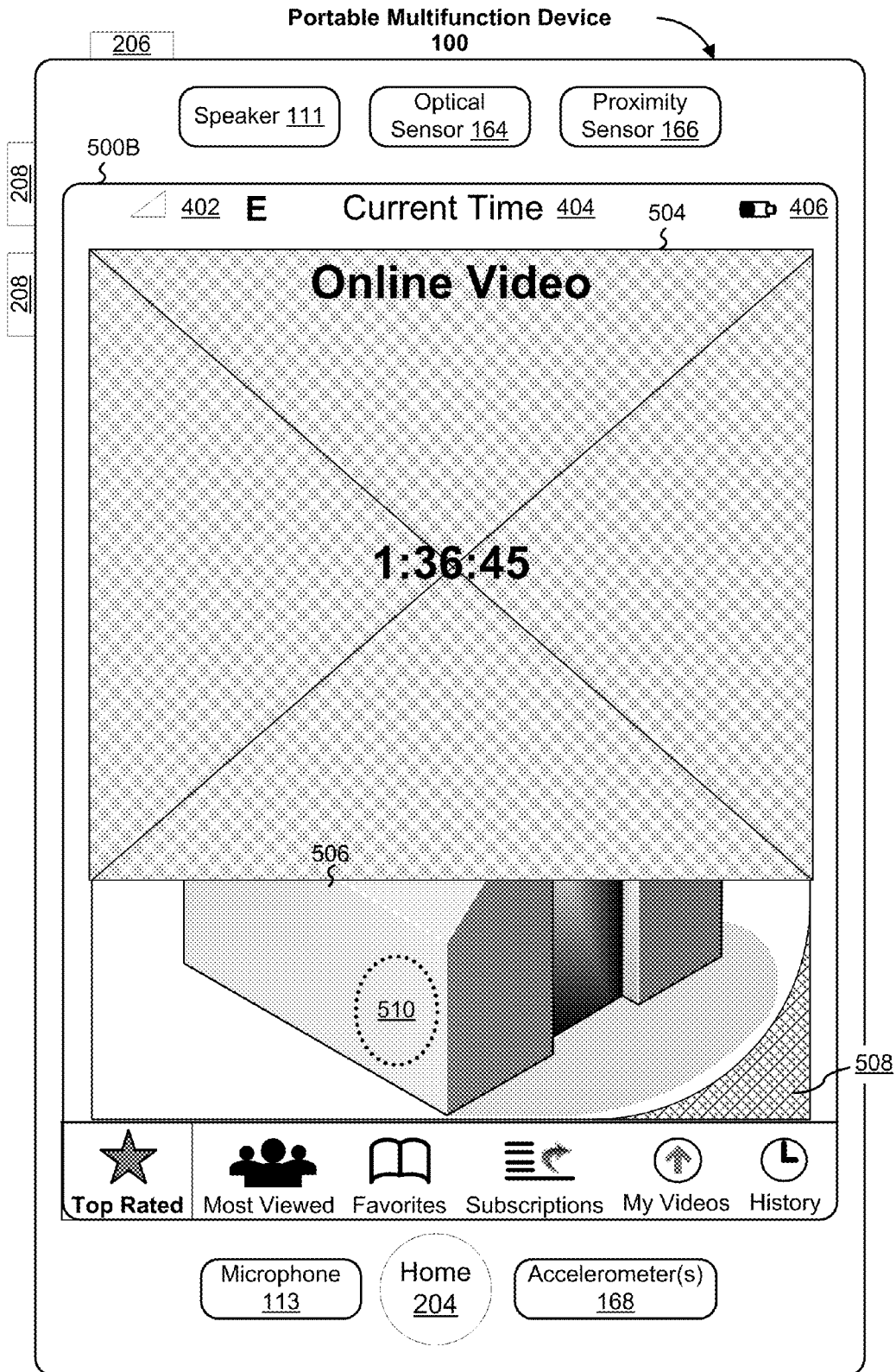


Figure 5B

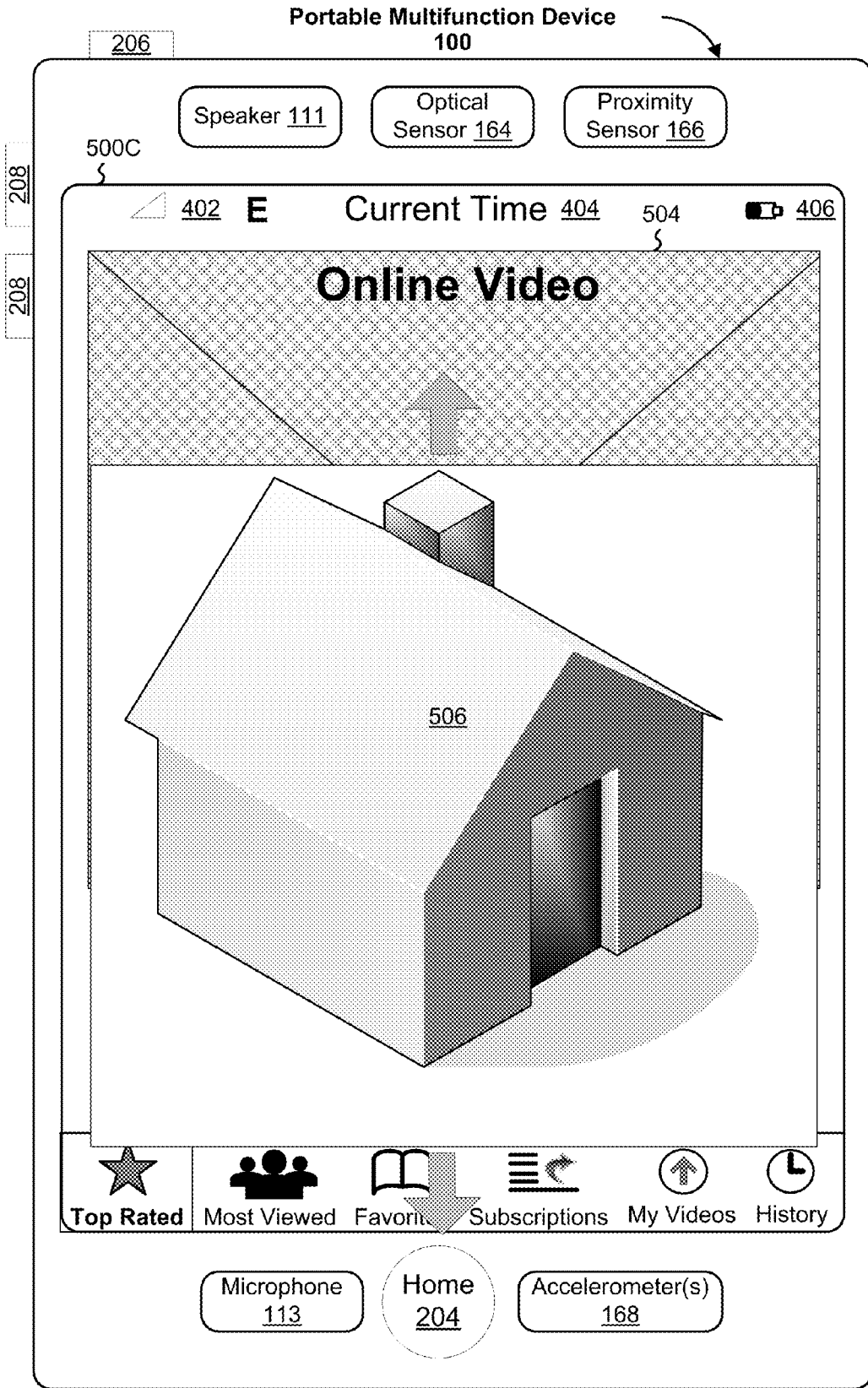


Figure 5C

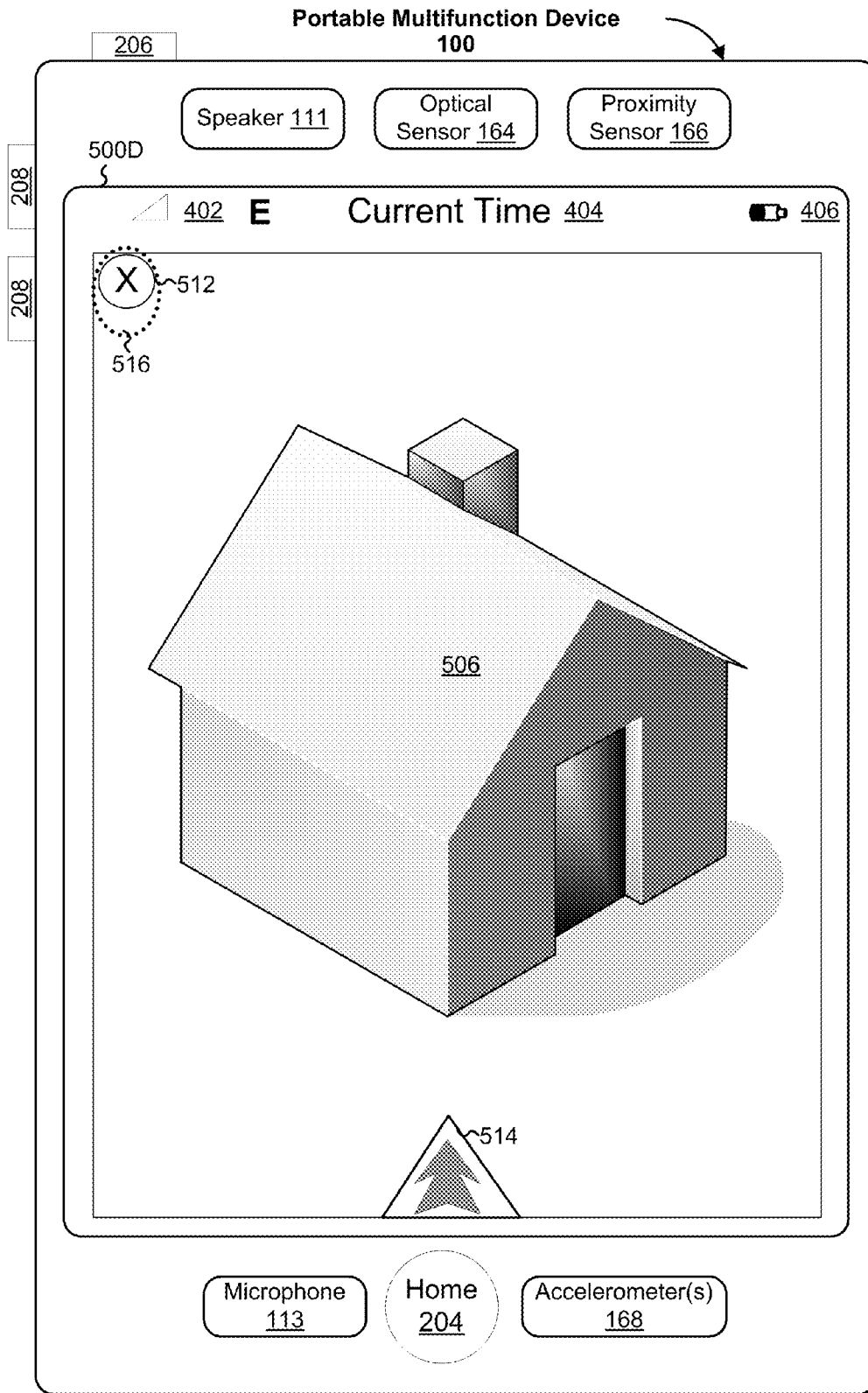


Figure 5D

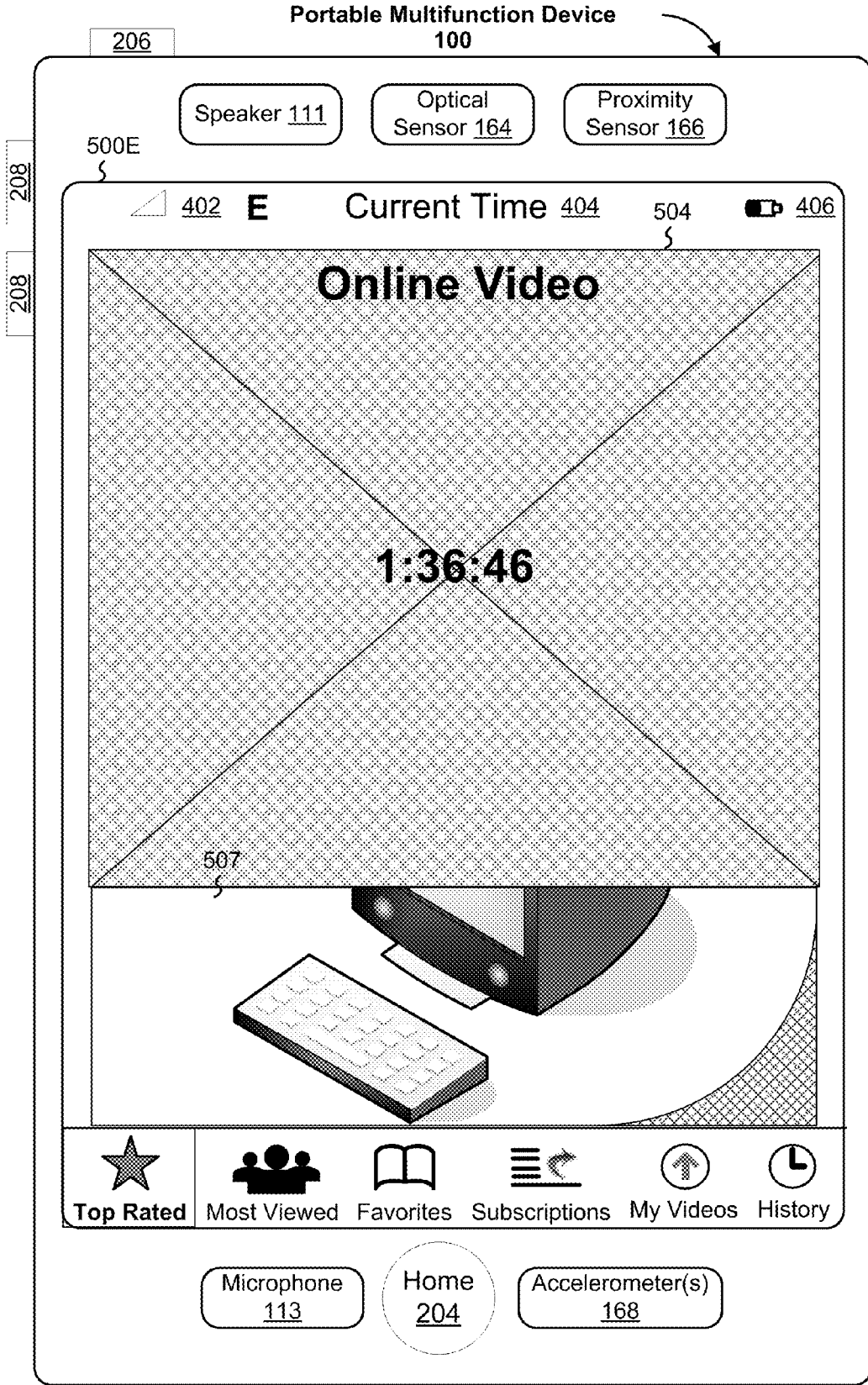


Figure 5E

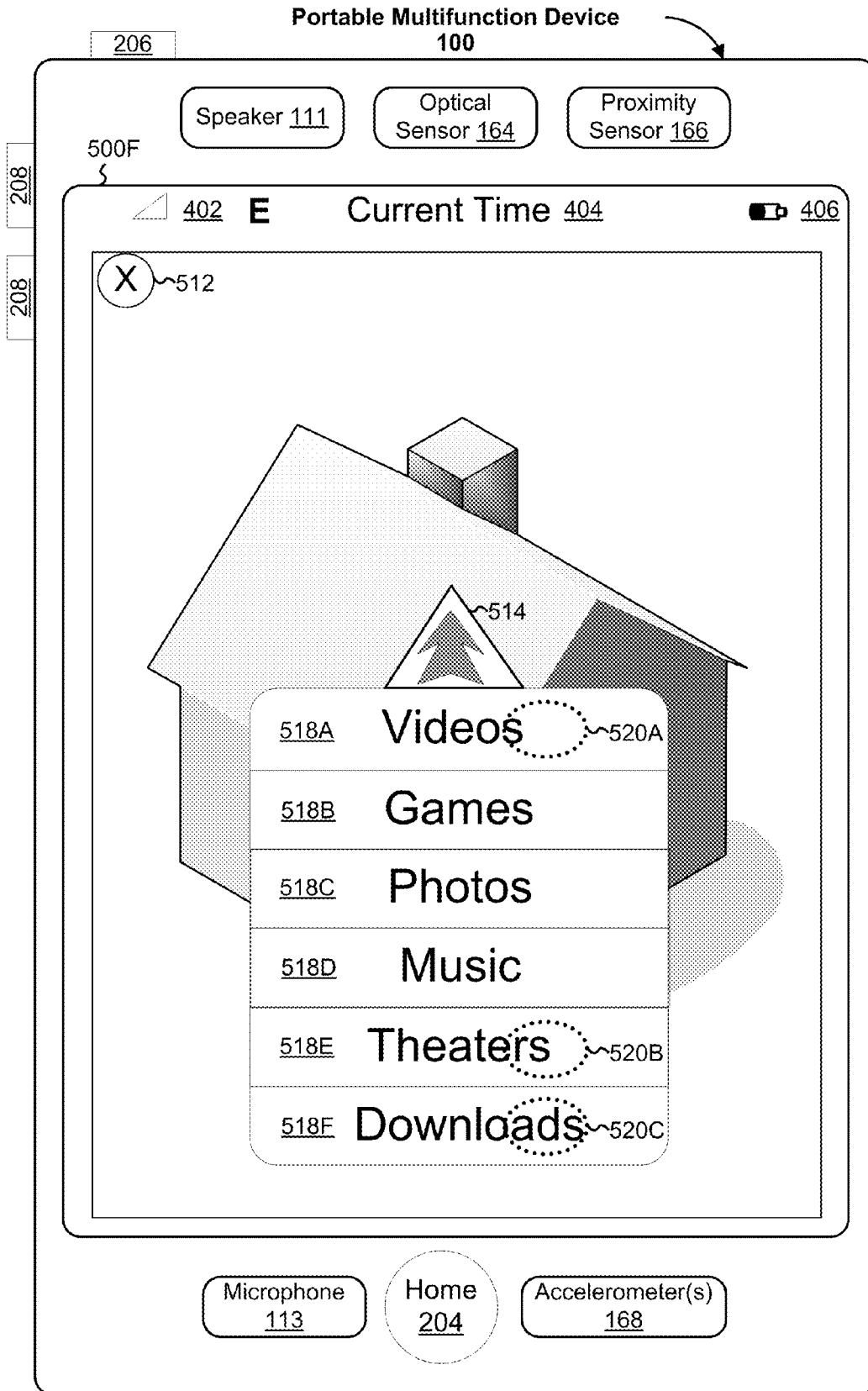


Figure 5F

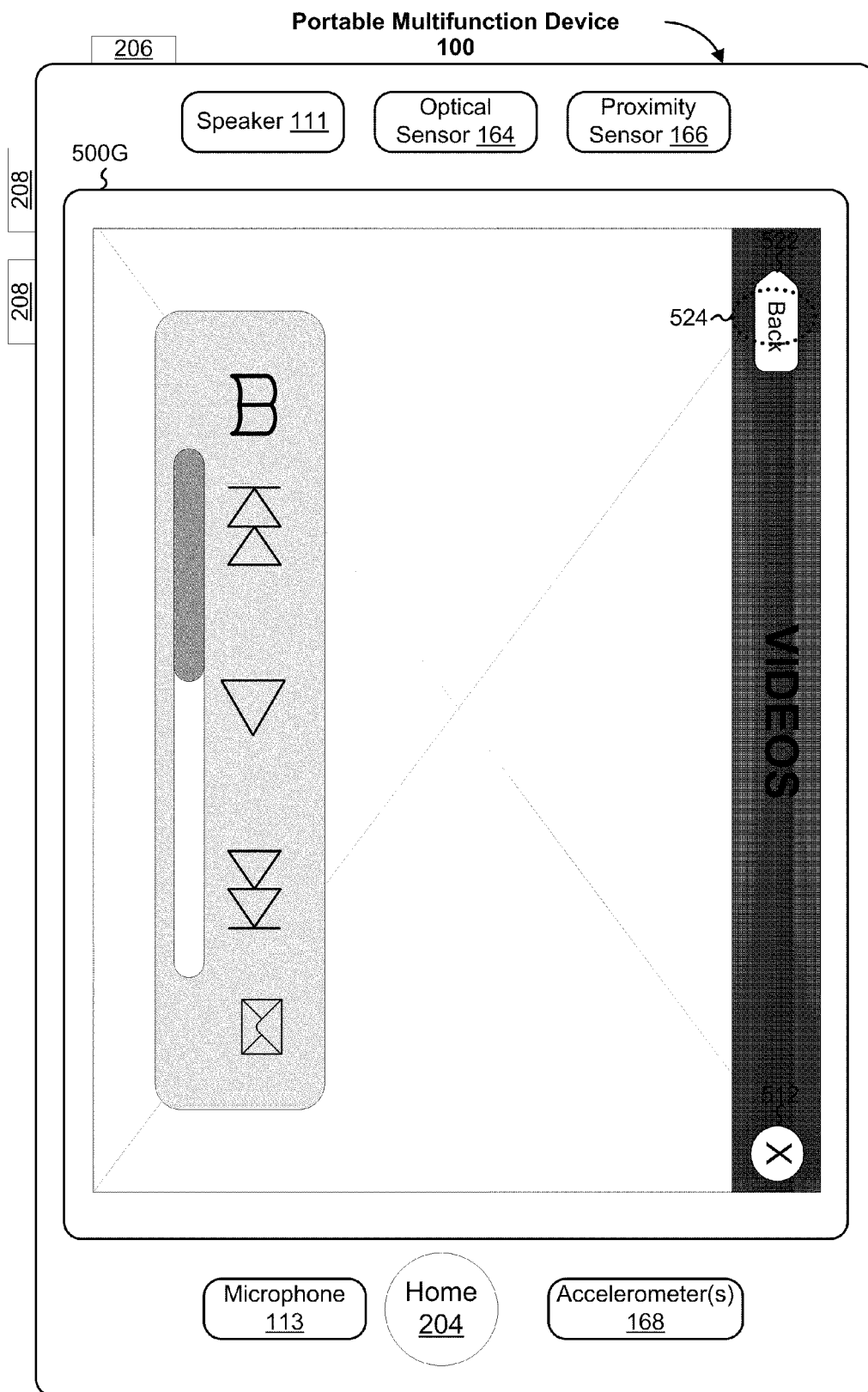


Figure 5G

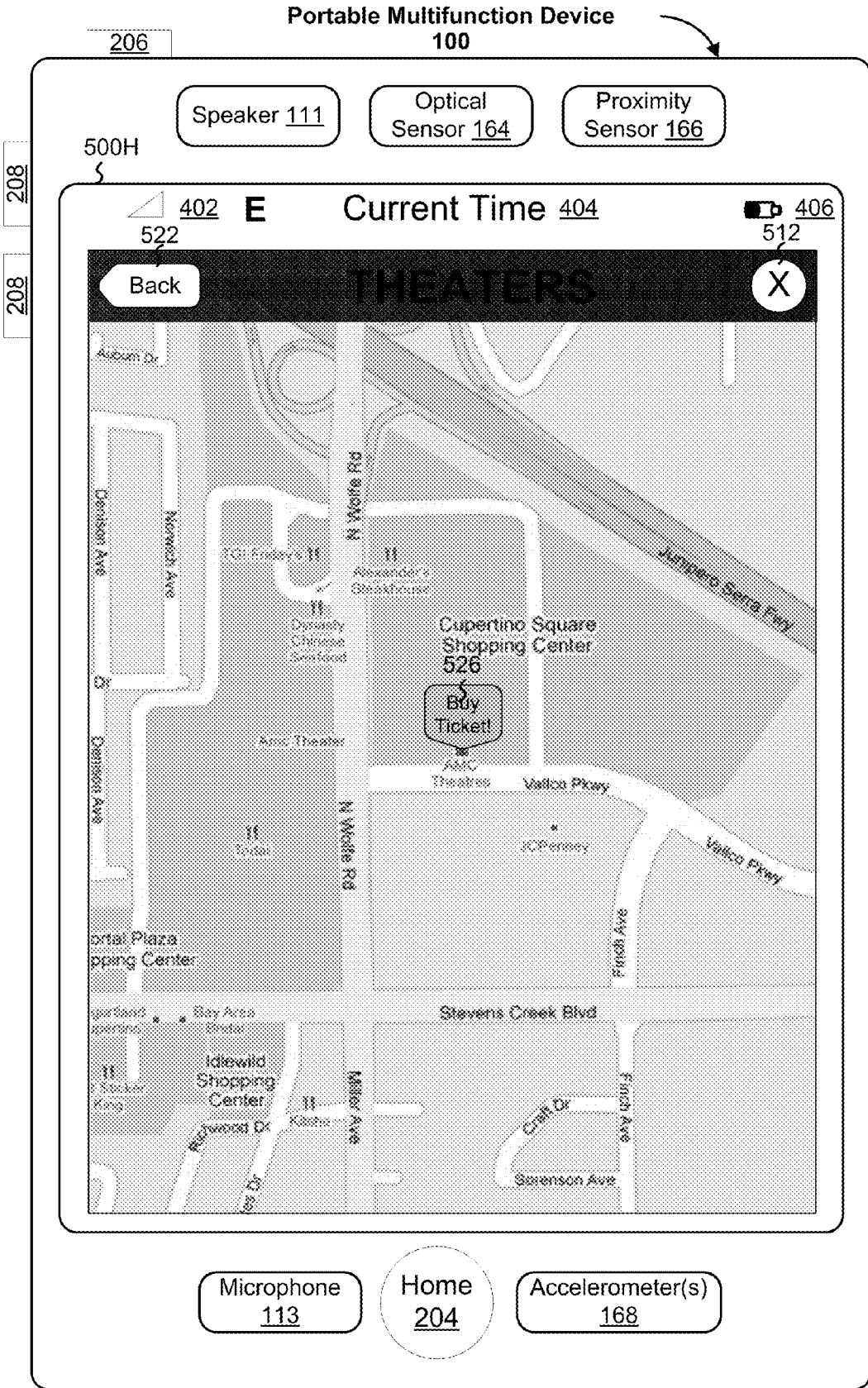


Figure 5H

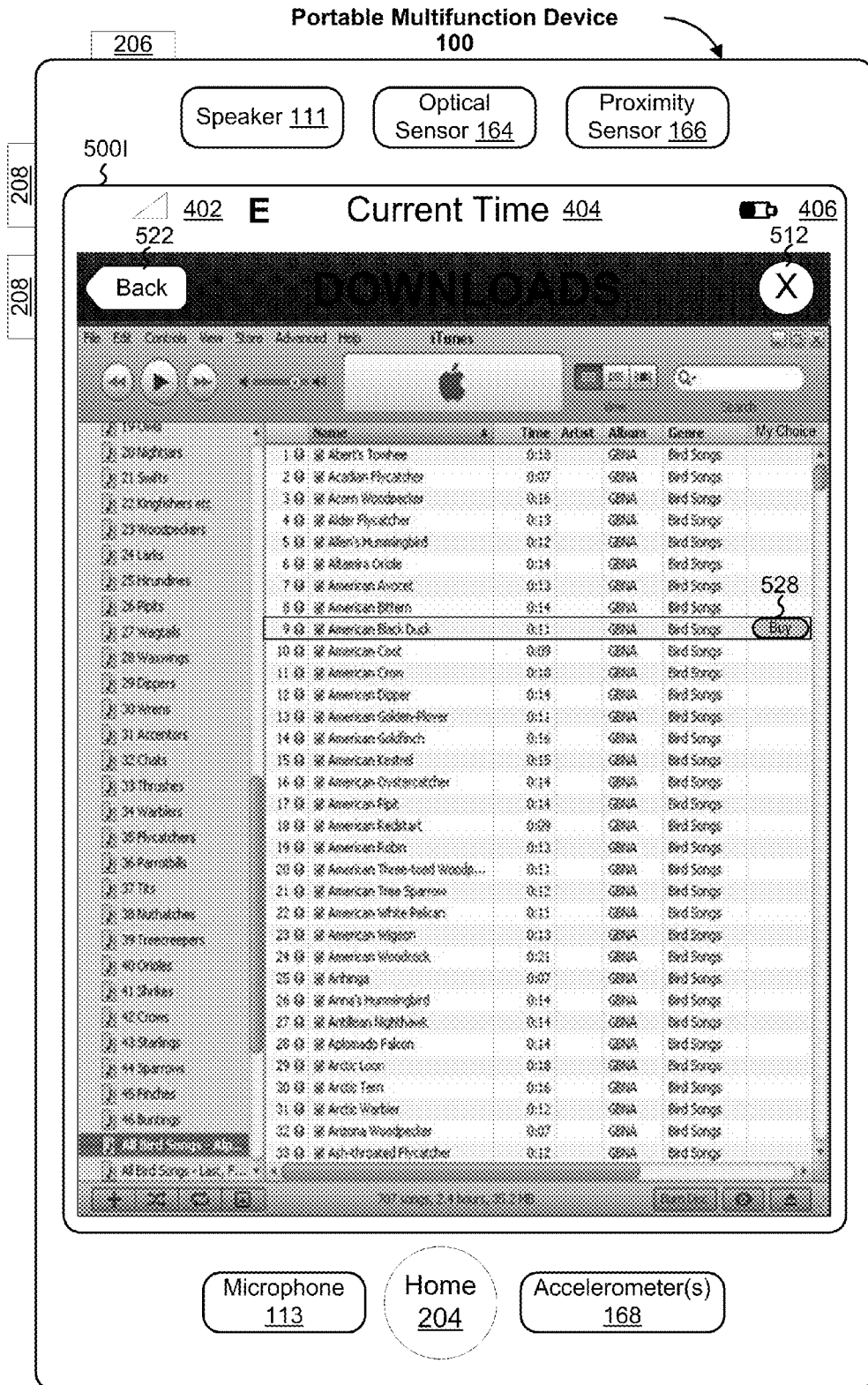


Figure 51

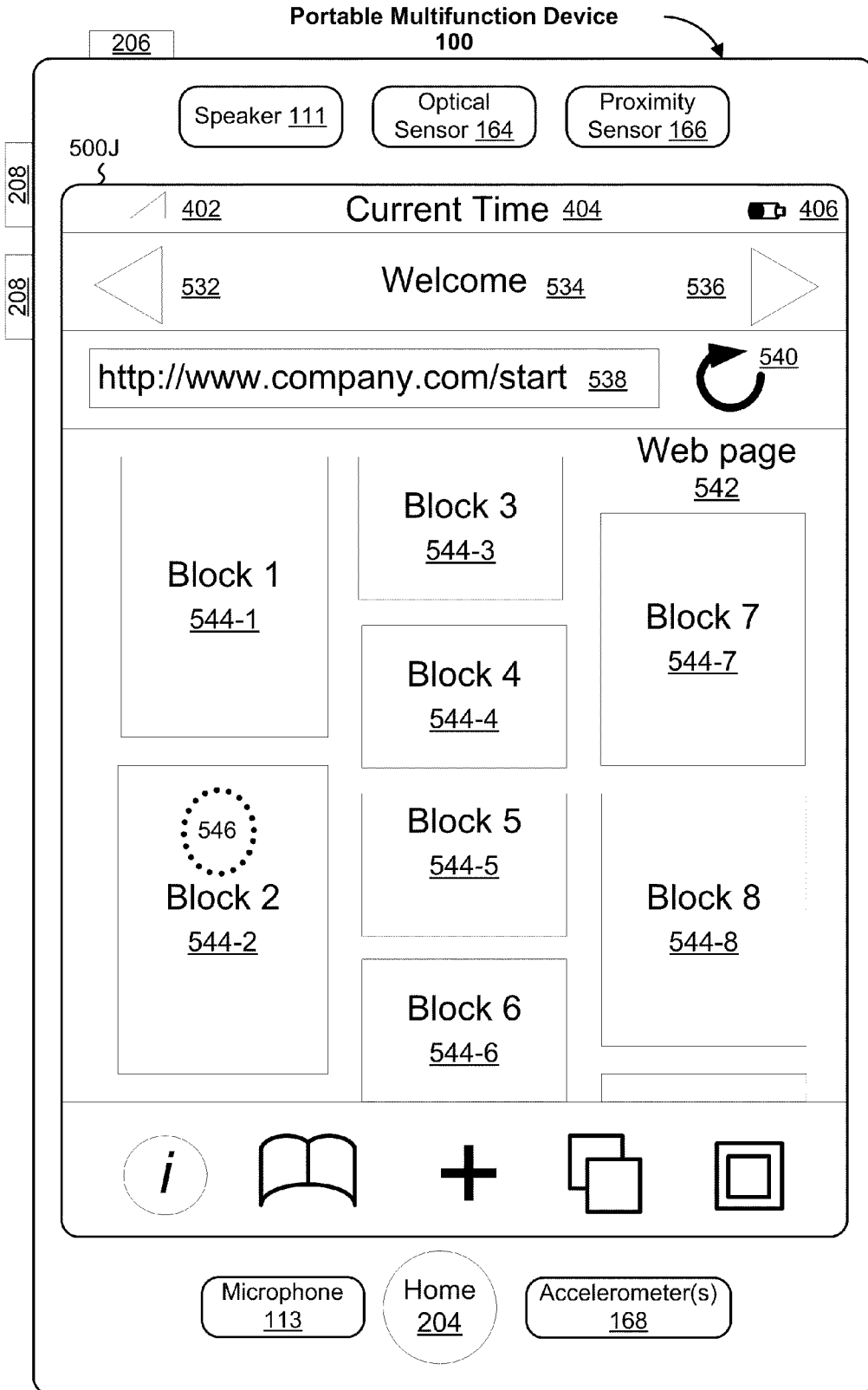


Figure 5J

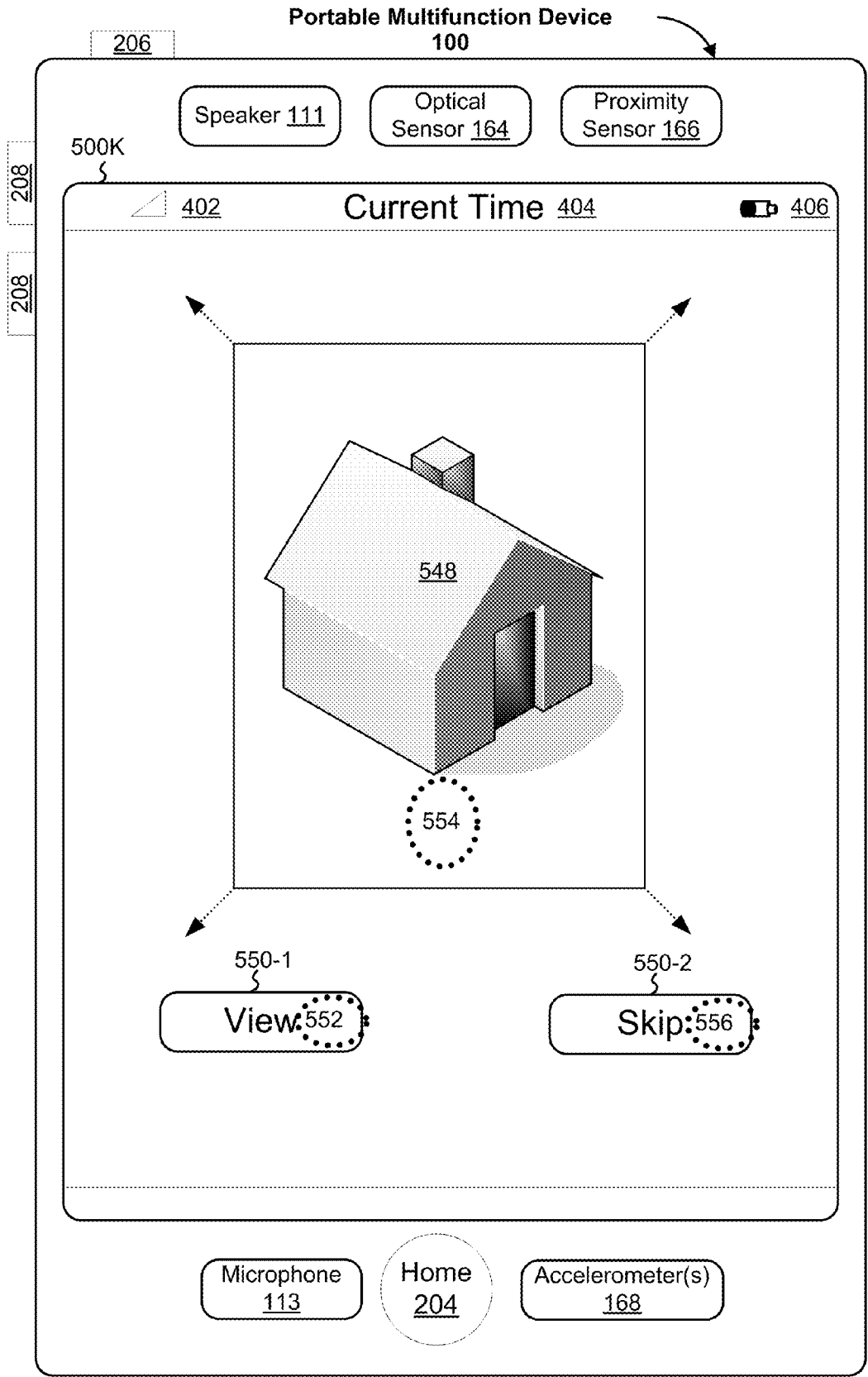


Figure 5K

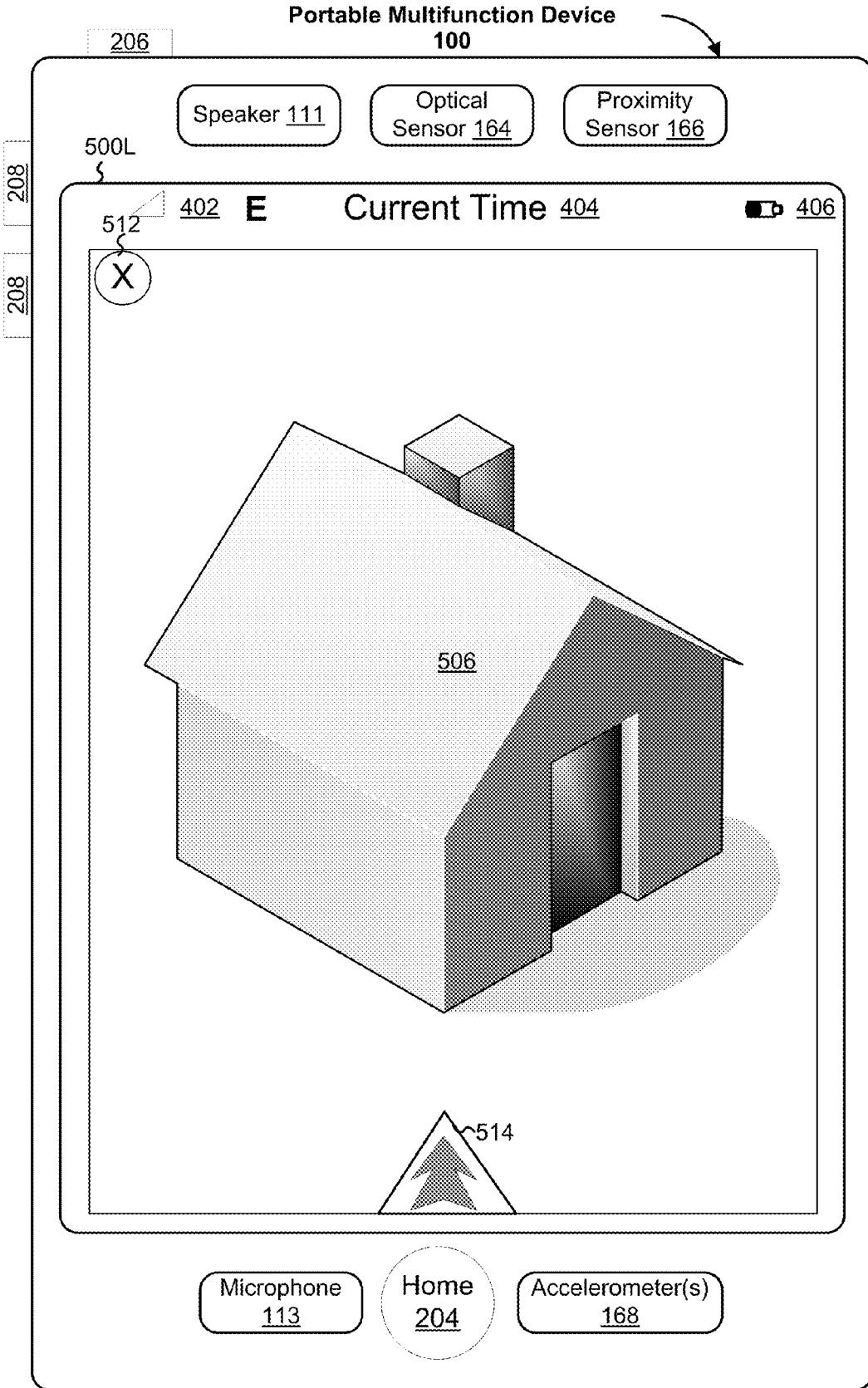


Figure 5L

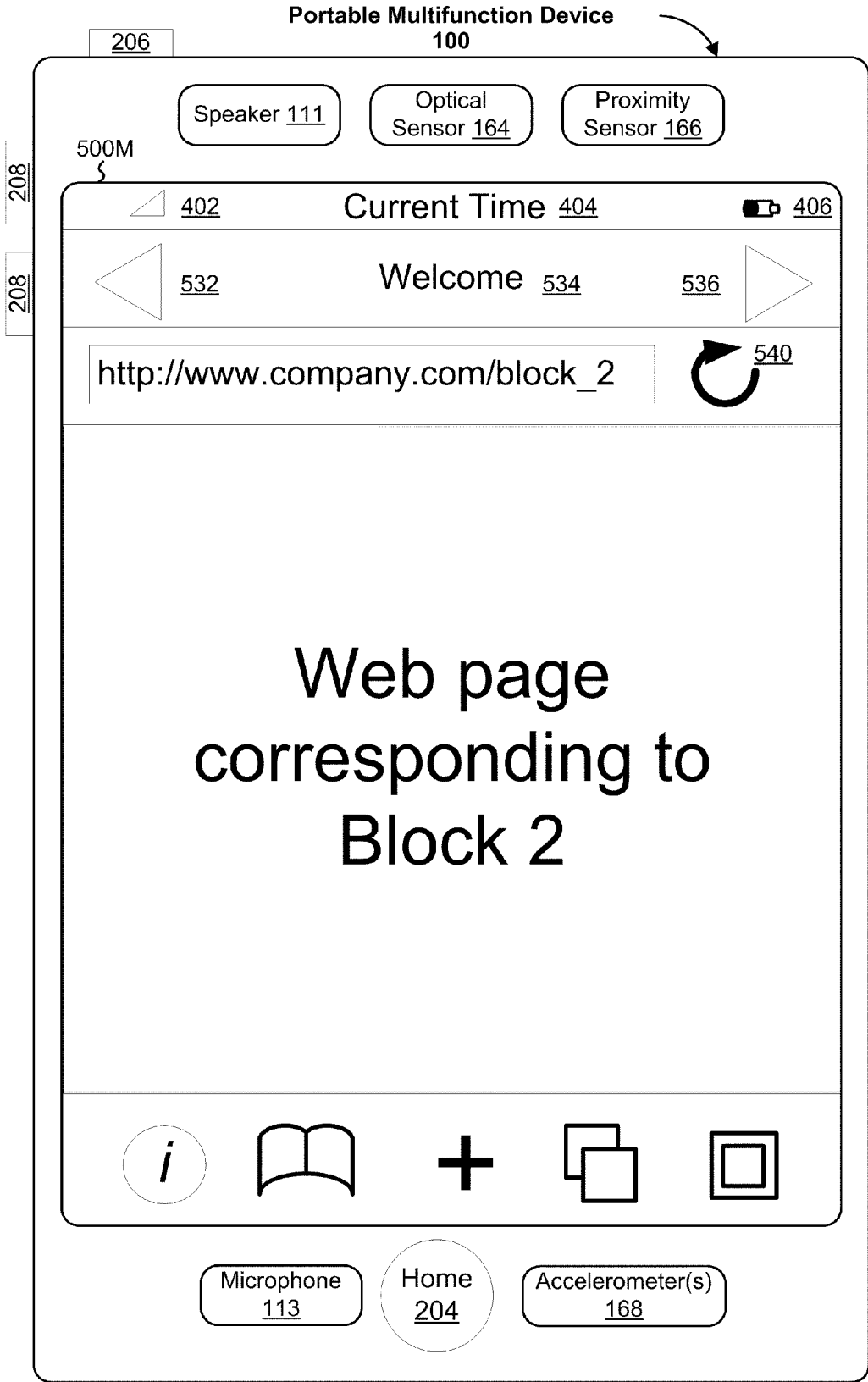


Figure 5M

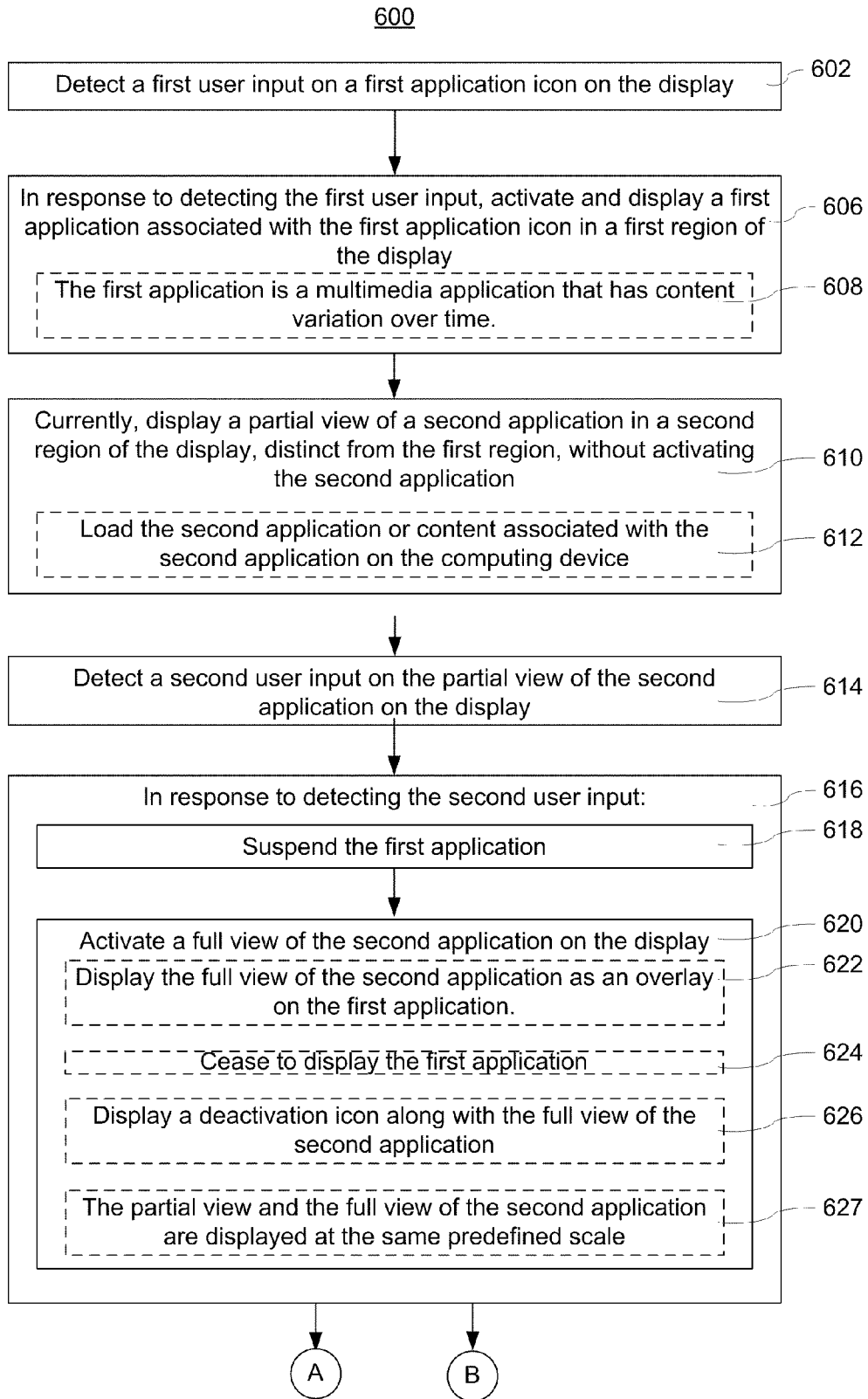


Figure 6A

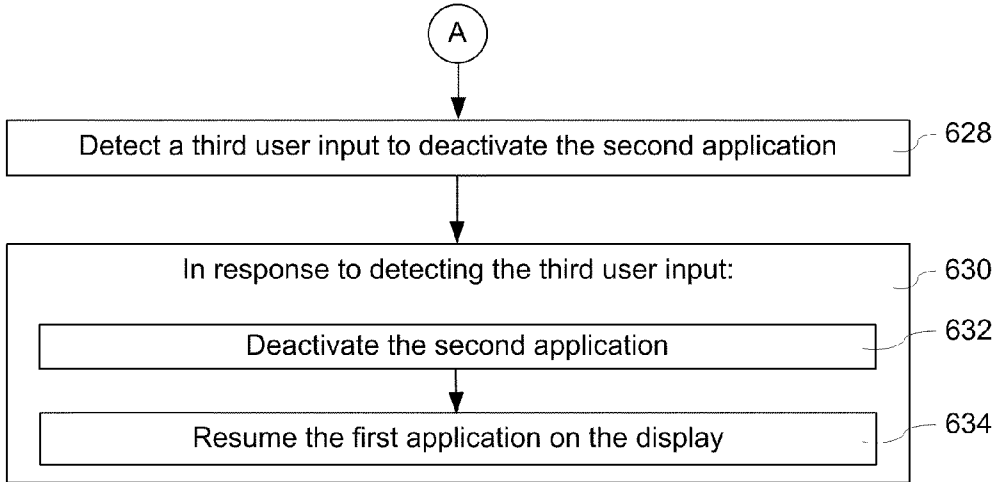


Figure 6B

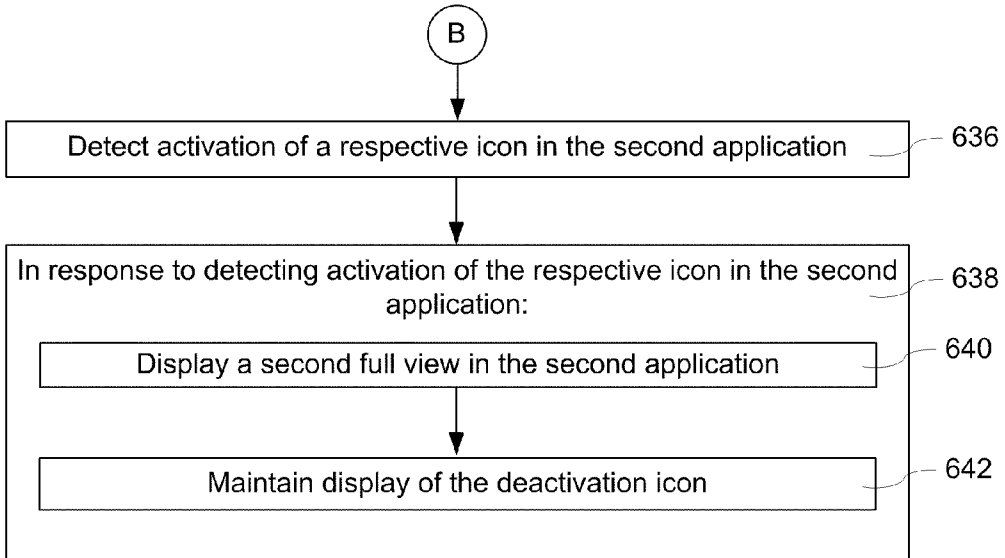


Figure 6C

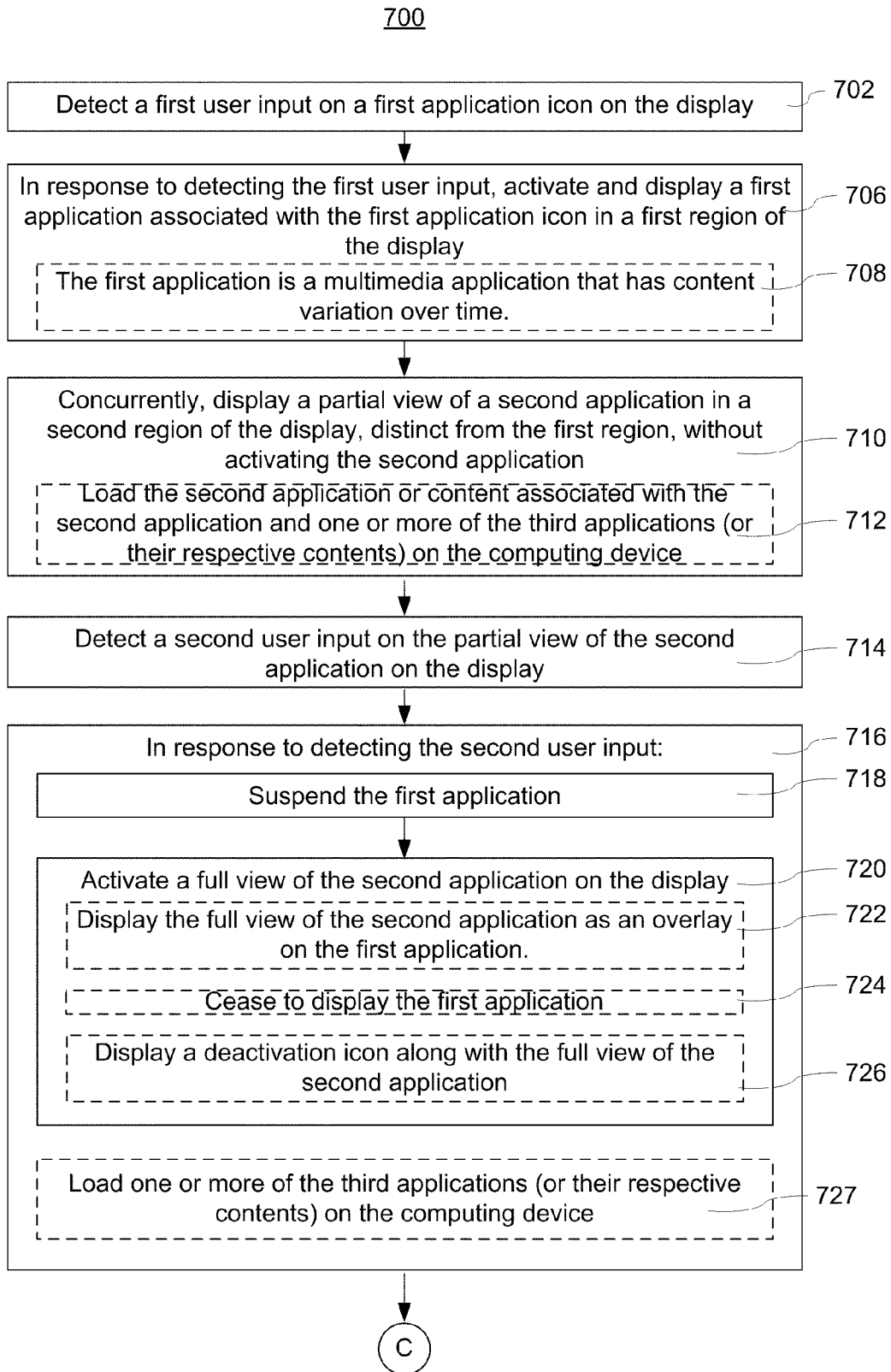


Figure 7A

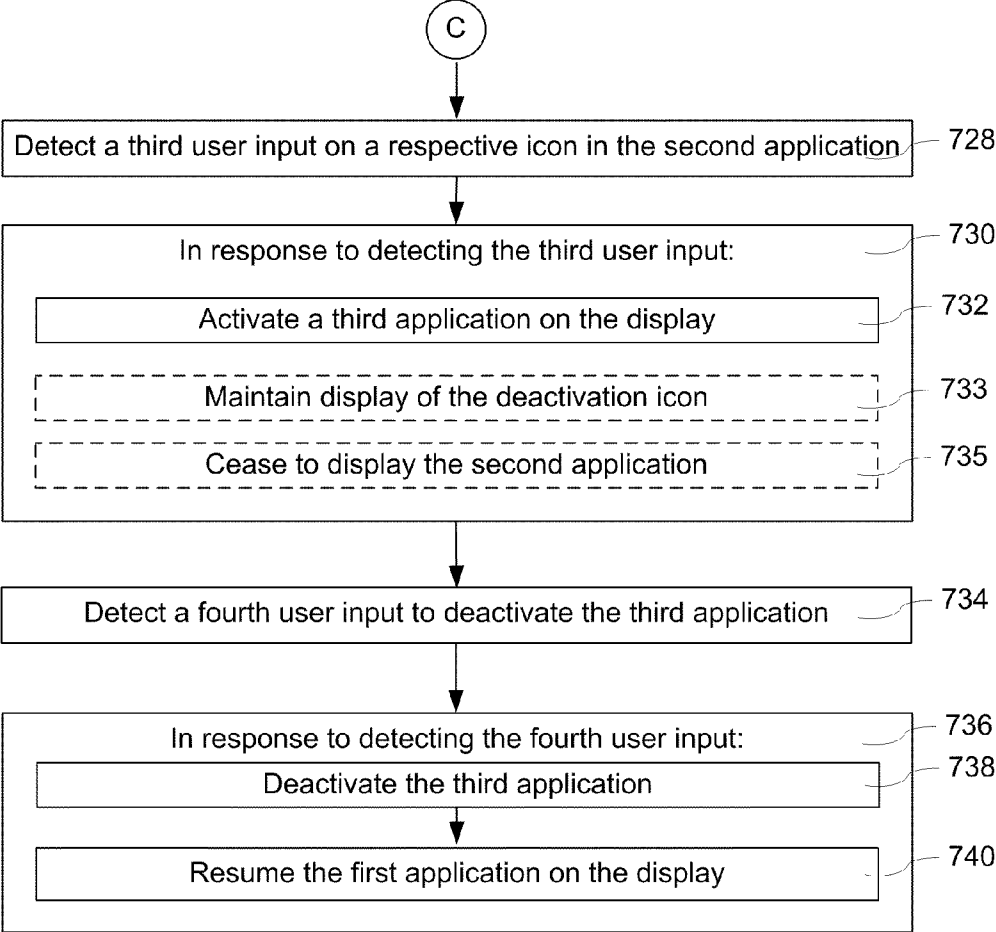


Figure 7B

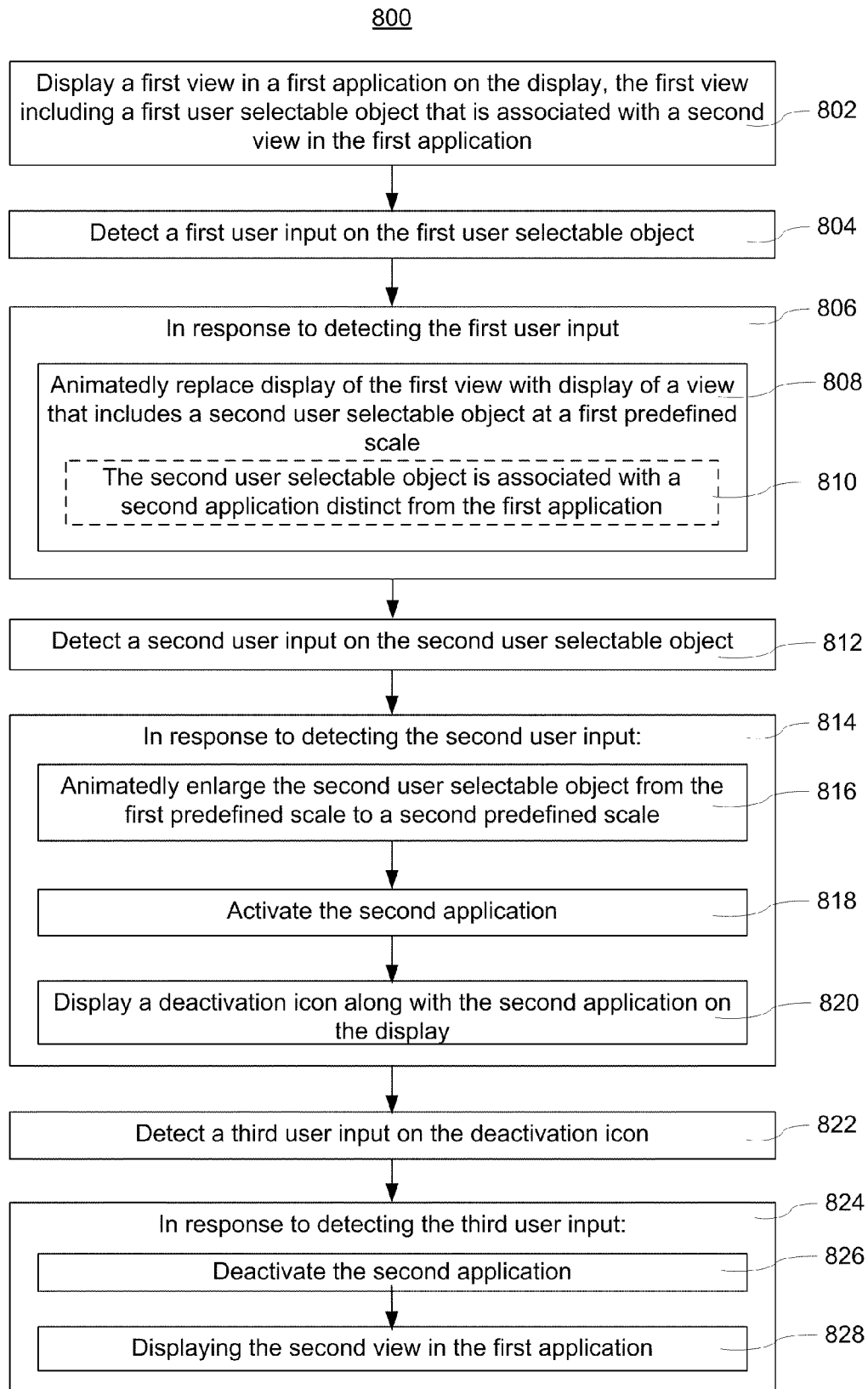


Figure 8

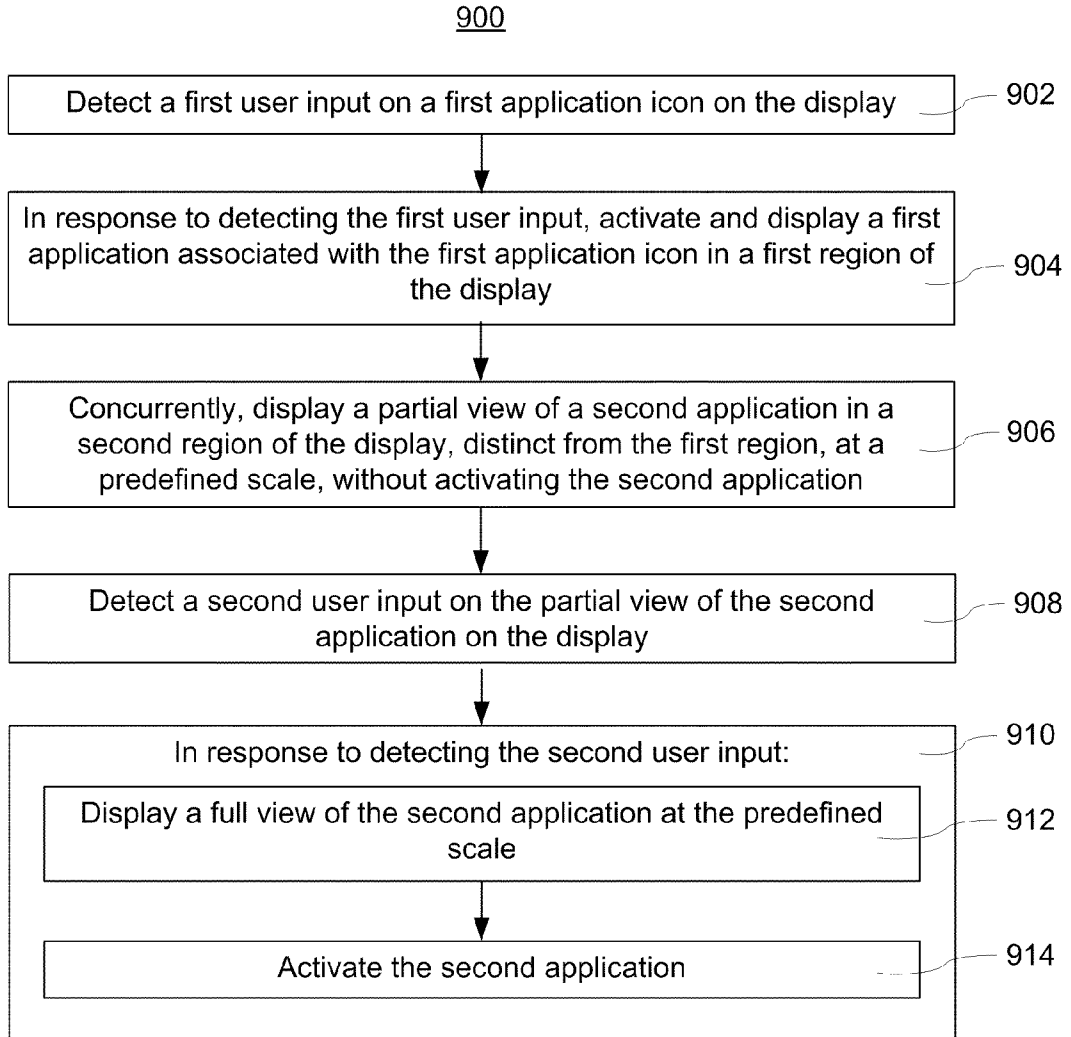


Figure 9

DEVICE, METHOD, AND GRAPHICAL USER INTERFACE FOR NAVIGATION OF MULTIPLE APPLICATIONS

RELATED APPLICATIONS

[0001] This application claims priority to U.S. Provisional Application Ser. No. 61/321,864, filed Apr. 7, 2010, which is incorporated herein by reference in its entirety.

[0002] This application is related to the following: (1) U.S. application Ser. No. _____, filed _____, entitled “Device, Method, and Graphical User Interface for Navigation of Multiple Applications,” (Attorney Docket No. P9182US1/63266-5269US); (2) U.S. application Ser. No. _____, filed _____, entitled “Device, Method, and Graphical User Interface for Navigation of Multiple Applications,” (Attorney Docket No. P9182US2/63266-5320US); and (3) U.S. application Ser. No. _____, filed _____, entitled “Device, Method, and Graphical User Interface for Navigation of Multiple Applications,” (Attorney Docket No. P9182US3/63266-5321US), which are incorporated herein by reference in their entirety.

TECHNICAL FIELD

[0003] The disclosed embodiments relate generally to electronic devices with touch-sensitive surfaces, including but not limited to electronic devices with touch-sensitive surfaces that enable user navigation of multiple applications.

BACKGROUND

[0004] The use of touch-sensitive surfaces as input devices for computers and other electronic computing devices has increased significantly in recent years. Exemplary touch-sensitive surfaces include touch pads and touch screen displays. Such surfaces are widely used to manipulate user interface objects on a display so as to activate/deactivate applications associated with different user interface objects.

[0005] But users often find it cumbersome and inefficient when navigating back and forth between applications using existing methods of manipulating different user interface objects. For example, existing methods do not provide a simple, intuitive way for a user to deactivate or suspend a new application and resume a previous application from which the new application was launched. As a result, existing methods create a significant cognitive burden on a user and reduce the user’s willingness to invoke new applications. In addition, existing methods take longer than necessary, thereby wasting energy. This latter consideration is particularly important in battery-operated devices.

SUMMARY

[0006] Accordingly, there is a need for computing devices with faster, more efficient methods and interfaces for a user to efficiently navigate back and forth between multiple applications. Such methods and interfaces may complement or replace conventional application navigation methods. Such methods and interfaces reduce the cognitive burden on a user and produce a more efficient human-machine interface. For battery-operated computing devices, such methods and interfaces conserve power and increase the time between battery charges.

[0007] The above deficiencies and other problems associated with user interfaces for computing devices with touch-sensitive surfaces are reduced or eliminated by the disclosed devices. In some embodiments, the device is a desktop com-

puter. In some embodiments, the device is portable (e.g., a notebook computer, tablet computer, or handheld device). In some embodiments, the device has a touchpad. In some embodiments, the device has a touch-sensitive display (also known as a “touch screen” or “touch screen display”). In some embodiments, the device has a graphical user interface (GUI), one or more processors, memory and one or more modules, programs or sets of instructions stored in the memory for performing multiple functions. In some embodiments, the user interacts with the GUI primarily through finger contacts and gestures on the touch-sensitive surface. In some embodiments, the functions may include image editing, drawing, presenting, word processing, website creating, disk authoring, spreadsheet making, game playing, telephoning, video conferencing, e-mailing, instant messaging, workout support, digital photographing, digital videoing, web browsing, digital music playing, and/or digital video playing. Executable instructions for performing these functions may be included in a computer readable storage medium or other computer program product configured for execution by one or more processors.

[0008] In accordance with some embodiments, a method is performed at a multifunction device with a display and a touch-sensitive surface. In some embodiments, the display and the touch-sensitive surface are combined together into a touch-sensitive display. The method includes: detecting a first user input on a first application icon on the display; in response to detecting the first user input, activating and displaying a first application associated with the first application icon in a first region of the display; concurrently displaying a partial view of a second application in a second region of the display, distinct from the first region, without activating the second application; detecting a second user input on the partial view of the second application on the display; in response to detecting the second user input: suspending the first application and activating a full view of the second application on the display; detecting a third user input to deactivate the second application; and in response to detecting the third user input: deactivating the second application and resuming the first application on the display.

[0009] In accordance with some embodiments, a multifunction device includes a display, a touch-sensitive surface, one or more processors, memory, and one or more programs. The one or more programs are stored in the memory and configured to be executed by the one or more processors. The one or more programs include instructions for: detecting a first user input on a first application icon on the display; in response to detecting the first user input, activating and displaying a first application associated with the first application icon in a first region of the display; concurrently displaying a partial view of a second application in a second region of the display, distinct from the first region, without activating the second application; detecting a second user input on the partial view of the second application on the display; in response to detecting the second user input: suspending the first application and activating a full view of the second application on the display; detecting a third user input to deactivate the second application; and in response to detecting the third user input: deactivating the second application and resuming the first application on the display.

[0010] In accordance with some embodiments, a computer readable storage medium has stored therein instructions which when executed by a multifunction device with a display and a touch-sensitive surface, cause the device to: detect

a first user input on a first application icon on the display; in response to detecting the first user input, activate and display a first application associated with the first application icon in a first region of the display; concurrently display a partial view of a second application in a second region of the display, distinct from the first region, without activating the second application; detect a second user input on the partial view of the second application on the display; in response to detecting the second user input: suspend the first application and activate a full view of the second application on the display; detect a third user input to deactivate the second application; and, in response to detecting the third user input: deactivate the second application and resume the first application on the display.

[0011] In accordance with some embodiments, a graphical user interface on a multifunction device with a display, a touch-sensitive surface, a memory, and one or more processors to execute one or more programs stored in the memory includes a first application associated with a first application icon; a partial view of a second application; and a full view of the second application. In response to detecting a first user input on the first application icon on the display, a first application associated with the first application icon is activated and displayed in a first region of the display; a partial view of a second application is concurrently displayed in a second region of the display, distinct from the first region, without activating the second application. In response to detecting a second user input on the partial view of the second application on the display: the first application is suspended; and a full view of the second application on the display is activated. In response to detecting a third user input to deactivate the second application: the second application is deactivated; and the first application is resumed on the display.

[0012] In accordance with some embodiments, a multifunction device includes: a display; a touch-sensitive surface; means for detecting a first user input on a first application icon on the display; in response to detecting the first user input, means for activating and displaying a first application associated with the first application icon in a first region of the display; means for concurrently displaying a partial view of a second application in a second region of the display, distinct from the first region, without activating the second application; means for detecting a second user input on the partial view of the second application on the display; in response to detecting the second user input: means for suspending the first application and means for activating a full view of the second application on the display; means for detecting a third user input to deactivate the second application; and, in response to detecting the third user input: means for deactivating the second application and means for resuming the first application on the display.

[0013] In accordance with some embodiments, an information processing apparatus for use in a multifunction device with a display and a touch-sensitive surface includes: means for detecting a first user input on a first application icon on the display; in response to detecting the first user input, means for activating and displaying a first application associated with the first application icon in a first region of the display; means for concurrently displaying a partial view of a second application in a second region of the display, distinct from the first region, without activating the second application; means for detecting a second user input on the partial view of the second application on the display; in response to detecting the second user input: means for suspending the first application and

means for activating a full view of the second application on the display; means for detecting a third user input to deactivate the second application; and, in response to detecting the third user input: means for deactivating the second application and resuming the first application on the display.

[0014] In accordance with some embodiments, a method is performed at a multifunction device with a display and a touch-sensitive surface. In some embodiments, the display and the touch-sensitive surface are combined together into a touch-sensitive display. The method includes: detecting a first user input on a first application icon on the display; in response to detecting the first user input, activating and displaying a first application associated with the first application icon in a first region of the display; concurrently displaying a partial view of a second application in a second region of the display without activating the second application; detecting a second user input on the partial view of the second application on the display; in response to detecting the second user input: suspending the first application and activating a full view of the second application on the display; detecting a third user input on a respective icon in the second application; in response to detecting the third user input on the respective icon in the second application, activating a third application on the display; detecting a fourth user input to deactivate the third application; and, in response to detecting the fourth user input: deactivating the third application and resuming the first application on the display.

[0015] In accordance with some embodiments, a multifunction device includes a display, a touch-sensitive surface, one or more processors, memory, and one or more programs. The one or more programs are stored in the memory and configured to be executed by the one or more processors. The one or more programs include instructions for: detecting a first user input on a first application icon on the display; in response to detecting the first user input, activating and displaying a first application associated with the first application icon in a first region of the display; concurrently displaying a partial view of a second application in a second region of the display without activating the second application; detecting a second user input on the partial view of the second application on the display; in response to detecting the second user input: suspending the first application and activating a full view of the second application on the display; detecting a third user input on a respective icon in the second application; in response to detecting the third user input on the respective icon in the second application, activating a third application on the display; detecting a fourth user input to deactivate the third application; and in response to detecting the fourth user input: deactivating the third application and resuming the first application on the display.

[0016] In accordance with some embodiments, a computer readable storage medium has stored therein instructions which when executed by a multifunction device with a display and a touch-sensitive surface, cause the device to: detect a first user input on a first application icon on the display; in response to detecting the first user input, activate and display a first application associated with the first application icon in a first region of the display; concurrently display a partial view of a second application in a second region of the display without activating the second application; detect a second user input on the partial view of the second application on the display; in response to detecting the second user input: suspend the first application and activate a full view of the second application on the display; detect a third user input on a

respective icon in the second application; in response to detecting the third user input on the respective icon in the second application, activate a third application on the display; detect a fourth user input to deactivate the third application; and, in response to detecting the fourth user input: deactivate the third application and resume the first application on the display.

[0017] In accordance with some embodiments, a graphical user interface on a multifunction device with a display, a touch-sensitive surface, a memory, and one or more processors to execute one or more programs stored in the memory includes a first application associated with a first application icon; a partial view of a second application; and a full view of the second application. In response to detecting a first user input on the first application icon on the display, a first application associated with the first application icon is activated and displayed in a first region of the display; a partial view of a second application is concurrently displayed in a second region of the display without activating the second application. In response to detecting a second user input on the partial view of the second application on the display: the first application is suspended; and a full view of the second application is activated on the display. In response to detecting a third user input on a respective icon in the second application, a third application is activated on the display. In response to detecting a fourth user input to deactivate the third application, the third application is deactivated on the display and the first application is resumed on the display.

[0018] In accordance with some embodiments, a multifunction device includes: a display; a touch-sensitive surface; means for detecting a first user input on a first application icon on the display; in response to detecting the first user input, means for activating and displaying a first application associated with the first application icon in a first region of the display; means for concurrently displaying a partial view of a second application in a second region of the display without activating the second application; means for detecting a second user input on the partial view of the second application on the display; in response to detecting the second user input: means for suspending the first application and activating a full view of the second application on the display; means for detecting a third user input on a respective icon in the second application; in response to detecting the third user input on the respective icon in the second application, means for activating a third application on the display; means for detecting a fourth user input to deactivate the third application; and, in response to detecting the fourth user input: means for deactivating the third application and means for resuming the first application on the display.

[0019] In accordance with some embodiments, an information processing apparatus for use in a multifunction device with a display and a touch-sensitive surface includes: means for detecting a first user input on a first application icon on the display; in response to detecting the first user input, means for activating and displaying a first application associated with the first application icon in a first region of the display; means for concurrently displaying a partial view of a second application in a second region of the display without activating the second application; means for detecting a second user input on the partial view of the second application on the display; in response to detecting the second user input: means for suspending the first application and activating a full view of the second application on the display; means for detecting a third user input on a respective icon in the second application; in

response to detecting the third user input on the respective icon in the second application, means for activating a third application on the display; means for detecting a fourth user input to deactivate the third application; and, in response to detecting the fourth user input: means for deactivating the third application and means for resuming the first application on the display.

[0020] In accordance with some embodiments, a method is performed at a multifunction device with a display and a touch-sensitive surface. In some embodiments, the display and the touch-sensitive surface are combined together into a touch-sensitive display. The method includes: detecting a first user input on a first application icon on the display; in response to detecting the first user input, activating and displaying a first application associated with the first application icon in a first region of the display; concurrently displaying a partial view of a second application in a second region of the display, distinct from the first region, at a predefined scale, without activating the second application; detecting a second user input on the partial view of the second application on the display; and, in response to detecting the second user input: displaying a full view of the second application at the predefined scale and activating the second application.

[0021] In accordance with some embodiments, a multifunction device includes a display, a touch-sensitive surface, one or more processors, memory, and one or more programs. The one or more programs are stored in the memory and configured to be executed by the one or more processors. The one or more programs include instructions for: detecting a first user input on a first application icon on the display; in response to detecting the first user input, activating and displaying a first application associated with the first application icon in a first region of the display; concurrently displaying a partial view of a second application in a second region of the display, distinct from the first region, at a predefined scale, without activating the second application; detecting a second user input on the partial view of the second application on the display; and, in response to detecting the second user input: displaying a full view of the second application at the predefined scale and activating the second application.

[0022] In accordance with some embodiments, a computer readable storage medium has stored therein instructions which when executed by a multifunction device with a display and a touch-sensitive surface, cause the device to: detect a first user input on a first application icon on the display; in response to detecting the first user input, activate and display a first application associated with the first application icon in a first region of the display; concurrently display a partial view of a second application in a second region of the display, distinct from the first region, at a predefined scale, without activating the second application; detect a second user input on the partial view of the second application on the display; and, in response to detecting the second user input: display a full view of the second application at the predefined scale and activate the second application.

[0023] In accordance with some embodiments, a graphical user interface on a multifunction device with a display, a touch-sensitive surface, a memory, and one or more processors to execute one or more programs stored in the memory includes a first application associated with a first application icon; a partial view of a second application; and a full view of the second application. In response to detecting a first user input on the first application icon on the display, a first application associated with the first application icon is activated

and displayed in a first region of the display. A partial view of a second application is concurrently displayed in a second region of the display, distinct from the first region, at a predefined scale, without activating the second application. In response to detecting a second user input on the partial view of the second application on the display: a full view of the second application is activated and displayed at the predefined scale.

[0024] In accordance with some embodiments, a multifunction device includes: a display; a touch-sensitive surface; means for detecting a first user input on a first application icon on the display; in response to detecting the first user input, means for activating and displaying a first application associated with the first application icon in a first region of the display; means for concurrently displaying a partial view of a second application in a second region of the display, distinct from the first region, at a predefined scale, without activating the second application; means for detecting a second user input on the partial view of the second application on the display; and, in response to detecting the second user input, means for displaying a full view of the second application at the predefined scale and means for activating the second application.

[0025] In accordance with some embodiments, an information processing apparatus for use in a multifunction device with a display and a touch-sensitive surface includes: means for detecting a first user input on a first application icon on the display; in response to detecting the first user input, means for activating and displaying a first application associated with the first application icon in a first region of the display; means for concurrently displaying a partial view of a second application in a second region of the display, distinct from the first region, at a predefined scale, without activating the second application; means for detecting a second user input on the partial view of the second application on the display; and, in response to detecting the second user input, means for displaying a full view of the second application at the predefined scale and means for activating the second application.

[0026] In accordance with some embodiments, a method is performed at a multifunction device with a display and a touch-sensitive surface. In some embodiments, the display and the touch-sensitive surface are combined together into a touch-sensitive display. The method includes: displaying a first view in a first application on the display, the first view including a first user selectable object that is associated with a second view in the first application; detecting a first user input on the first user selectable object; in response to detecting the first user input, animatedly replacing display of the first view with display of a view that includes a second user selectable object at a first predefined scale, the second user selectable object being associated with a second application distinct from the first application; detecting a second user input on the second user selectable object; in response to detecting the second user input: animatedly enlarging the second user selectable object from the first predefined scale to a second predefined scale, activating the second application, and displaying a deactivation icon on the display; detecting a third user input on the deactivation icon; and, in response to detecting the third user input: deactivating the second application and displaying the second view in the first application.

[0027] In accordance with some embodiments, a multifunction device includes a display, a touch-sensitive surface, one or more processors, memory, and one or more programs. The one or more programs are stored in the memory and

configured to be executed by the one or more processors. The one or more programs include instructions for: displaying a first view in a first application on the display, the first view including a first user selectable object that is associated with a second view in the first application; detecting a first user input on the first user selectable object; in response to detecting the first user input, animatedly replacing display of the first view with display of a view that includes a second user selectable object at a first predefined scale, the second user selectable object being associated with a second application distinct from the first application; detecting a second user input on the second user selectable object; in response to detecting the second user input: animatedly enlarging the second user selectable object from the first predefined scale to a second predefined scale, activating the second application, and displaying a deactivation icon on the display; detecting a third user input on the deactivation icon; and, in response to detecting the third user input: deactivating the second application and displaying the second view in the first application.

[0028] In accordance with some embodiments, a computer readable storage medium has stored therein instructions which when executed by a multifunction device with a display and a touch-sensitive surface, cause the device to: display a first view in a first application on the display, the first view including a first user selectable object that is associated with a second view in the first application; detect a first user input on the first user selectable object; in response to detecting the first user input, animatedly replace display of the first view with display of a view that includes a second user selectable object at a first predefined scale, the second user selectable object being associated with a second application distinct from the first application; detect a second user input on the second user selectable object; in response to detecting the second user input: animatedly enlarge the second user selectable object from the first predefined scale to a second predefined scale, activate the second application, and display a deactivation icon on the display; detect a third user input on the deactivation icon; and, in response to detecting the third user input: deactivate the second application and display the second view in the first application.

[0029] In accordance with some embodiments, a graphical user interface on a multifunction device with a display, a touch-sensitive surface, a memory, and one or more processors to execute one or more programs stored in the memory includes a first view in a first application on the display, the first view including a first user selectable object that is associated with a second view in the first application. In response to detecting a first user input on the first user selectable object, the display of the first view is animatedly replaced with display of a view that includes a second user selectable object at a first predefined scale, the second user selectable object being associated with a second application distinct from the first application. In response to detecting a second user input on the second user selectable object, the second user selectable object is animatedly enlarged from the first predefined scale to a second predefined scale, the second application is activated and a deactivation icon is displayed on the display. In response to detecting a third user input on the deactivation icon, the second application is deactivated and the second view is displayed in the first application.

[0030] In accordance with some embodiments, a multifunction device includes: a display; a touch-sensitive surface; means for displaying a first view in a first application on the display, the first view including a first user selectable object

that is associated with a second view in the first application; means for detecting a first user input on the first user selectable object; in response to detecting the first user input, means for animatedly replacing display of the first view with display of a view that includes a second user selectable object at a first predefined scale, the second user selectable object being associated with a second application distinct from the first application; means for detecting a second user input on the second user selectable object; in response to detecting the second user input: means for animatedly enlarging the second user selectable object from the first predefined scale to a second predefined scale, means for activating the second application, and means for displaying a deactivation icon on the display; means for detecting a third user input on the deactivation icon; and, in response to detecting the third user input: means for deactivating the second application and means for displaying the second view in the first application.

[0031] In accordance with some embodiments, an information processing apparatus for use in a multifunction device with a display and a touch-sensitive surface includes: means for displaying a first view in a first application on the display, the first view including a first user selectable object that is associated with a second view in the first application; means for detecting a first user input on the first user selectable object; in response to detecting the first user input, means for animatedly replacing display of the first view with display of a view that includes a second user selectable object at a first predefined scale, the second user selectable object being associated with a second application distinct from the first application; means for detecting a second user input on the second user selectable object; in response to detecting the second user input: means for animatedly enlarging the second user selectable object from the first predefined scale to a second predefined scale, means for activating the second application, and means for displaying a deactivation icon on the display; means for detecting a third user input on the deactivation icon; and, in response to detecting the third user input: means for deactivating the second application and means for displaying the second view in the first application.

[0032] Thus, multifunction devices with displays and touch-sensitive surfaces are provided with faster, more efficient methods and interfaces for navigating between multiple applications, thereby increasing the effectiveness, efficiency, and user satisfaction with such devices. Such methods and interfaces may complement or replace conventional application navigation methods.

BRIEF DESCRIPTION OF THE DRAWINGS

[0033] For a better understanding of the aforementioned embodiments of the invention as well as additional embodiments thereof, reference should be made to the Description of Embodiments below, in conjunction with the following drawings in which like reference numerals refer to corresponding parts throughout the figures.

[0034] FIGS. 1A and 1B are block diagrams illustrating portable multifunction devices with touch-sensitive displays in accordance with some embodiments.

[0035] FIG. 1C is a block diagram illustrating exemplary components for event handling in accordance with some embodiments.

[0036] FIG. 2 illustrates a portable multifunction device having a touch screen in accordance with some embodiments.

[0037] FIG. 3 is a block diagram of an exemplary multifunction device with a display and a touch-sensitive surface in accordance with some embodiments.

[0038] FIGS. 4A and 4B illustrate exemplary user interfaces for a menu of applications on a portable multifunction device in accordance with some embodiments.

[0039] FIG. 4C illustrates an exemplary user interface for a multifunction device with a touch-sensitive surface that is separate from the display in accordance with some embodiments.

[0040] FIGS. 5A-5M illustrate exemplary user interfaces for navigating between multiple applications in accordance with some embodiments.

[0041] FIGS. 6A-6C are flow diagrams illustrating a method of navigating between applications in accordance with some embodiments.

[0042] FIGS. 7A-7B are flow diagrams illustrating a method of navigating between applications in accordance with some embodiments.

[0043] FIG. 8 is a flow diagram illustrating a method of navigating between applications in accordance with some embodiments.

[0044] FIG. 9 is a flow diagram illustrating a method of navigating between applications in accordance with some embodiments.

DESCRIPTION OF EMBODIMENTS

[0045] Reference will now be made in detail to embodiments, examples of which are illustrated in the accompanying drawings. In the following detailed description, numerous specific details are set forth in order to provide a thorough understanding of the present invention. However, it will be apparent to one of ordinary skill in the art that the present invention may be practiced without these specific details. In other instances, well-known methods, procedures, components, circuits, and networks have not been described in detail so as not to unnecessarily obscure aspects of the embodiments.

[0046] It will also be understood that, although the terms first, second, etc. may be used herein to describe various elements, these elements should not be limited by these terms. These terms are only used to distinguish one element from another. For example, a first contact could be termed a second contact, and, similarly, a second contact could be termed a first contact, without departing from the scope of the present invention. The first contact and the second contact are both contacts, but they are not the same contact.

[0047] The terminology used in the description of the invention herein is for the purpose of describing particular embodiments only and is not intended to be limiting of the invention. As used in the description of the invention and the appended claims, the singular forms "a", "an" and "the" are intended to include the plural forms as well, unless the context clearly indicates otherwise. It will also be understood that the term "and/or" as used herein refers to and encompasses any and all possible combinations of one or more of the associated listed items. It will be further understood that the terms "includes," "including," "comprises," and/or "comprising," when used in this specification, specify the presence of stated features, integers, steps, operations, elements, and/or components, but do not preclude the presence or addition of one or more other features, integers, steps, operations, elements, components, and/or groups thereof.

[0048] As used herein, the term “if” may be construed to mean “when” or “upon” or “in response to determining” or “in response to detecting,” depending on the context. Similarly, the phrase “if it is determined” or “if [a stated condition or event] is detected” may be construed to mean “upon determining” or “in response to determining” or “upon detecting [the stated condition or event]” or “in response to detecting [the stated condition or event],” depending on the context.

[0049] As used herein, the term “resolution” of a display refers to the number of pixels (also called “pixel counts” or “pixel resolution”) along each axis or in each dimension of the display. For example, a display may have a resolution of 320×480 pixels. Furthermore, as used herein, the term “resolution” of a multifunction device refers to the resolution of a display in the multifunction device. The term “resolution” does not imply any limitations on the size of each pixel or the spacing of pixels. For example, compared to a first display with a 1024×768-pixel resolution, a second display with a 320×480-pixel resolution has a lower resolution. However, it should be noted that the physical size of a display depends not only on the pixel resolution, but also on many other factors, including the pixel size and the spacing of pixels. Therefore, the first display may have the same, smaller, or larger physical size, compared to the second display.

[0050] As used herein, the term “video resolution” of a display refers to the density of pixels along each axis or in each dimension of the display. The video resolution is often measured in a dots-per-inch (DPI) unit, which counts the number of pixels that can be placed in a line within the span of one inch along a respective dimension of the display.

[0051] Embodiments of computing devices, user interfaces for such devices, and associated processes for using such devices are described. In some embodiments, the computing device is a portable communications device, such as a mobile telephone, that also contains other functions, such as PDA and/or music player functions. Exemplary embodiments of portable multifunction devices include, without limitation, the iPhone® and iPod Touch® devices from Apple Inc. of Cupertino, Calif. Other portable devices, such as laptops or tablet computers with touch-sensitive surfaces (e.g., touch screen displays and/or touch pads), may also be used. It should also be understood that, in some embodiments, the device is not a portable communications device, but is a desktop computer with a touch-sensitive surface (e.g., a touch screen display and/or a touch pad).

[0052] In the discussion that follows, a computing device that includes a display and a touch-sensitive surface is described. It should be understood, however, that the computing device may include one or more other physical user-interface devices, such as a physical keyboard, a mouse and/or a joystick.

[0053] The device supports a variety of applications, such as one or more of the following: a drawing application, a presentation application, a word processing application, a website creation application, a disk authoring application, a spreadsheet application, a gaming application, a telephone application, a video conferencing application, an e-mail application, an instant messaging application, a workout support application, a photo management application, a digital camera application, a digital video camera application, a web browsing application, a digital music player application, and/or a digital video player application.

[0054] The various applications that may be executed on the device may use at least one common physical user-inter-

face device, such as the touch-sensitive surface. One or more functions of the touch-sensitive surface as well as corresponding information displayed on the device may be adjusted and/or varied from one application to the next and/or within a respective application. In this way, a common physical architecture (such as the touch-sensitive surface) of the device may support the variety of applications with user interfaces that are intuitive and transparent to the user.

[0055] The user interfaces may include one or more soft keyboard embodiments. The soft keyboard embodiments may include standard (QWERTY) and/or non-standard configurations of symbols on the displayed icons of the keyboard, such as those described in U.S. patent application Ser. Nos. 11/459,606, “Keyboards For Portable Electronic Devices,” filed Jul. 24, 2006, and 11/459,615, “Touch Screen Keyboards For Portable Electronic Devices,” filed Jul. 24, 2006, the contents of which are hereby incorporated by reference in their entireties. The keyboard embodiments may include a reduced number of icons (or soft keys) relative to the number of keys in existing physical keyboards, such as that for a typewriter. This may make it easier for users to select one or more icons in the keyboard, and thus, one or more corresponding symbols. The keyboard embodiments may be adaptive. For example, displayed icons may be modified in accordance with user actions, such as selecting one or more icons and/or one or more corresponding symbols. One or more applications on the device may utilize common and/or different keyboard embodiments. Thus, the keyboard embodiment used may be tailored to at least some of the applications. In some embodiments, one or more keyboard embodiments may be tailored to a respective user. For example, one or more keyboard embodiments may be tailored to a respective user based on a word usage history (lexicography, slang, individual usage) of the respective user. Some of the keyboard embodiments may be adjusted to reduce a probability of a user error when selecting one or more icons, and thus one or more symbols, when using the soft keyboard embodiments.

[0056] Attention is now directed toward embodiments of portable devices with touch-sensitive displays. FIGS. 1A and 1B are block diagrams illustrating portable multifunction devices 100 with touch-sensitive displays 112 in accordance with some embodiments. Touch-sensitive display 112 is sometimes called a “touch screen” for convenience, and may also be known as or called a touch-sensitive display system. Device 100 may include memory 102 (which may include one or more computer readable storage mediums), memory controller 122, one or more processing units (CPU’s) 120, peripherals interface 118, RF circuitry 108, audio circuitry 110, speaker 111, microphone 113, input/output (I/O) subsystem 106, other input or control devices 116, and external port 124. Device 100 may include one or more optical sensors 164. These components may communicate over one or more communication buses or signal lines 103.

[0057] It should be appreciated that device 100 is only one example of a portable multifunction device, and that device 100 may have more or fewer components than shown, may combine two or more components, or may have a different configuration or arrangement of the components. The various components shown in FIGS. 1A and 1B may be implemented in hardware, software, or a combination of both hardware and software, including one or more signal processing and/or application specific integrated circuits.

[0058] Memory 102 may include high-speed random access memory and may also include non-volatile memory,

such as one or more magnetic disk storage devices, flash memory devices, or other non-volatile solid-state memory devices. Access to memory 102 by other components of device 100, such as CPU 120 and the peripherals interface 118, may be controlled by memory controller 122.

[0059] Peripherals interface 118 can be used to couple input and output peripherals of the device to CPU 120 and memory 102. The one or more processors 120 run or execute various software programs and/or sets of instructions stored in memory 102 to perform various functions for device 100 and to process data.

[0060] In some embodiments, peripherals interface 118, CPU 120, and memory controller 122 may be implemented on a single chip, such as chip 104. In some other embodiments, they may be implemented on separate chips.

[0061] RF (radio frequency) circuitry 108 receives and sends RF signals, also called electromagnetic signals. RF circuitry 108 converts electrical signals to/from electromagnetic signals and communicates with communications networks and other communications devices via the electromagnetic signals. RF circuitry 108 may include well-known circuitry for performing these functions, including but not limited to an antenna system, an RF transceiver, one or more amplifiers, a tuner, one or more oscillators, a digital signal processor, a CODEC chipset, a subscriber identity module (SIM) card, memory, and so forth. RF circuitry 108 may communicate with networks, such as the Internet, also referred to as the World Wide Web (WWW), an intranet and/or a wireless network, such as a cellular telephone network, a wireless local area network (LAN) and/or a metropolitan area network (MAN), and other devices by wireless communication. The wireless communication may use any of a plurality of communications standards, protocols and technologies, including but not limited to Global System for Mobile Communications (GSM), Enhanced Data GSM Environment (EDGE), high-speed downlink packet access (HSDPA), wideband code division multiple access (W-CDMA), code division multiple access (CDMA), time division multiple access (TDMA), Bluetooth, Wireless Fidelity (Wi-Fi) (e.g., IEEE 802.11a, IEEE 802.11b, IEEE 802.11 g and/or IEEE 802.11n), voice over Internet Protocol (VoIP), Wi-MAX, a protocol for e-mail (e.g., Internet message access protocol (IMAP) and/or post office protocol (POP)), instant messaging (e.g., extensible messaging and presence protocol (XMPP), Session Initiation Protocol for Instant Messaging and Presence Leveraging Extensions (SIMPLE), Instant Messaging and Presence Service (IMPS)), and/or Short Message Service (SMS), or any other suitable communication protocol, including communication protocols not yet developed as of the filing date of this document.

[0062] Audio circuitry 110, speaker 111, and microphone 113 provide an audio interface between a user and device 100. Audio circuitry 110 receives audio data from peripherals interface 118, converts the audio data to an electrical signal, and transmits the electrical signal to speaker 111. Speaker 111 converts the electrical signal to human-audible sound waves. Audio circuitry 110 also receives electrical signals converted by microphone 113 from sound waves. Audio circuitry 110 converts the electrical signal to audio data and transmits the audio data to peripherals interface 118 for processing. Audio data may be retrieved from and/or transmitted to memory 102 and/or RF circuitry 108 by peripherals interface 118. In some embodiments, audio circuitry 110 also includes a headset jack (e.g., 212, FIG. 2). The headset jack

provides an interface between audio circuitry 110 and removable audio input/output peripherals, such as output-only headphones or a headset with both output (e.g., a headphone for one or both ears) and input (e.g., a microphone).

[0063] I/O subsystem 106 couples input/output peripherals on device 100, such as touch screen 112 and other input control devices 116, to peripherals interface 118. I/O subsystem 106 may include display controller 156 and one or more input controllers 160 for other input or control devices. The one or more input controllers 160 receive/send electrical signals from/to other input or control devices 116. The other input control devices 116 may include physical buttons (e.g., push buttons, rocker buttons, etc.), dials, slider switches, joysticks, click wheels, and so forth. In some alternate embodiments, input controller(s) 160 may be coupled to any (or none) of the following: a keyboard, infrared port, USB port, and a pointer device such as a mouse. The one or more buttons (e.g., 208, FIG. 2) may include an up/down button for volume control of speaker 111 and/or microphone 113. The one or more buttons may include a push button (e.g., 206, FIG. 2). A quick press of the push button may disengage a lock of touch screen 112 or begin a process that uses gestures on the touch screen to unlock the device, as described in U.S. patent application Ser. No. 11/322,549, "Unlocking a Device by Performing Gestures on an Unlock Image," filed Dec. 23, 2005, which is hereby incorporated by reference in its entirety. A longer press of the push button (e.g., 206) may turn power to device 100 on or off. The user may be able to customize a functionality of one or more of the buttons. Touch screen 112 is used to implement virtual or soft buttons and one or more soft keyboards.

[0064] Touch-sensitive display 112 provides an input interface and an output interface between the device and a user. Display controller 156 receives and/or sends electrical signals from/to touch screen 112. Touch screen 112 displays visual output to the user. The visual output may include graphics, text, icons, video, and any combination thereof (collectively termed "graphics"). In some embodiments, some or all of the visual output may correspond to user-interface objects.

[0065] Touch screen 112 has a touch-sensitive surface, sensor or set of sensors that accepts input from the user based on haptic and/or tactile contact. Touch screen 112 and display controller 156 (along with any associated modules and/or sets of instructions in memory 102) detect contact (and any movement or breaking of the contact) on touch screen 112 and converts the detected contact into interaction with user-interface objects (e.g., one or more soft keys, icons, web pages or images) that are displayed on touch screen 112. In an exemplary embodiment, a point of contact between touch screen 112 and the user corresponds to a finger of the user.

[0066] Touch screen 112 may use LCD (liquid crystal display) technology, LPD (light emitting polymer display) technology, or LED (light emitting diode) technology, although other display technologies may be used in other embodiments. Touch screen 112 and display controller 156 may detect contact and any movement or breaking thereof using any of a plurality of touch sensing technologies now known or later developed, including but not limited to capacitive, resistive, infrared, and surface acoustic wave technologies, as well as other proximity sensor arrays or other elements for determining one or more points of contact with touch screen 112. In an exemplary embodiment, projected mutual capacitance sensing technology is used, such as that found in the iPhone® and iPod Touch® from Apple Inc. of Cupertino, Calif.

[0067] A touch-sensitive display in some embodiments of touch screen **112** may be analogous to the multi-touch sensitive touchpads described in the following U.S. Pat. Nos. 6,323,846 (Westerman et al.), 6,570,557 (Westerman et al.), and/or 6,677,932 (Westerman), and/or U.S. Patent Publication 2002/0015024A1, each of which is hereby incorporated by reference in its entirety. However, touch screen **112** displays visual output from portable device **100**, whereas touch sensitive touchpads do not provide visual output.

[0068] A touch-sensitive display in some embodiments of touch screen **112** may be as described in the following applications: (1) U.S. patent application Ser. No. 11/381,313, "Multipoint Touch Surface Controller," filed May 2, 2006; (2) U.S. patent application Ser. No. 10/840,862, "Multipoint Touchscreen," filed May 6, 2004; (3) U.S. patent application Ser. No. 10/903,964, "Gestures For Touch Sensitive Input Devices," filed Jul. 30, 2004; (4) U.S. patent application Ser. No. 11/048,264, "Gestures For Touch Sensitive Input Devices," filed Jan. 31, 2005; (5) U.S. patent application Ser. No. 11/038,590, "Mode-Based Graphical User Interfaces For Touch Sensitive Input Devices," filed Jan. 18, 2005; (6) U.S. patent application Ser. No. 11/228,758, "Virtual Input Device Placement On A Touch Screen User Interface," filed Sep. 16, 2005; (7) U.S. patent application Ser. No. 11/228,700, "Operation Of A Computer With A Touch Screen Interface," filed Sep. 16, 2005; (8) U.S. patent application Ser. No. 11/228,737, "Activating Virtual Keys Of A Touch-Screen Virtual Keyboard," filed Sep. 16, 2005; and (9) U.S. patent application Ser. No. 11/367,749, "Multi-Functional Hand-Held Device," filed Mar. 3, 2006. All of these applications are incorporated by reference herein in their entirety.

[0069] Touch screen **112** may have a video resolution in excess of 100 dpi. In some embodiments, the touch screen has a video resolution of approximately 160 dpi. The user may make contact with touch screen **112** using any suitable object or appendage, such as a stylus, a finger, and so forth. In some embodiments, the user interface is designed to work primarily with finger-based contacts and gestures, which can be less precise than stylus-based input due to the larger area of contact of a finger on the touch screen. In some embodiments, the device translates the rough finger-based input into a precise pointer/cursor position or command for performing the actions desired by the user.

[0070] In some embodiments, in addition to the touch screen, device **100** may include a touchpad (not shown) for activating or deactivating particular functions. In some embodiments, the touchpad is a touch-sensitive area of the device that, unlike the touch screen, does not display visual output. The touchpad may be a touch-sensitive surface that is separate from touch screen **112** or an extension of the touch-sensitive surface formed by the touch screen.

[0071] In some embodiments, device **100** may include a physical or virtual wheel (e.g., a click wheel) as input control device **116**. A user may navigate among and interact with one or more graphical objects (e.g., icons) displayed in touch screen **112** by rotating the click wheel or by moving a point of contact with the click wheel (e.g., where the amount of movement of the point of contact is measured by its angular displacement with respect to a center point of the click wheel). The click wheel may also be used to select one or more of the displayed icons. For example, the user may press down on at least a portion of the click wheel or an associated button. User commands and navigation commands provided by the user via the click wheel may be processed by input controller **160**

as well as one or more of the modules and/or sets of instructions in memory **102**. For a virtual click wheel, the click wheel and click wheel controller may be part of touch screen **112** and display controller **156**, respectively. For a virtual click wheel, the click wheel may be either an opaque or semitransparent object that appears and disappears on the touch screen display in response to user interaction with the device. In some embodiments, a virtual click wheel is displayed on the touch screen of a portable multifunction device and operated by user contact with the touch screen.

[0072] Device **100** also includes power system **162** for powering the various components. Power system **162** may include a power management system, one or more power sources (e.g., battery, alternating current (AC)), a recharging system, a power failure detection circuit, a power converter or inverter, a power status indicator (e.g., a light-emitting diode (LED)) and any other components associated with the generation, management and distribution of power in portable devices.

[0073] Device **100** may also include one or more optical sensors **164**. FIGS. 1A and 1B show an optical sensor coupled to optical sensor controller **158** in I/O subsystem **106**. Optical sensor **164** may include charge-coupled device (CCD) or complementary metal-oxide semiconductor (CMOS) phototransistors. Optical sensor **164** receives light from the environment, projected through one or more lens, and converts the light to data representing an image. In conjunction with imaging module **143** (also called a camera module), optical sensor **164** may capture still images or video. In some embodiments, an optical sensor is located on the back of device **100**, opposite touch screen display **112** on the front of the device, so that the touch screen display may be used as a viewfinder for still and/or video image acquisition. In some embodiments, an optical sensor is located on the front of the device so that the user's image may be obtained for videoconferencing while the user views the other video conference participants on the touch screen display. In some embodiments, the position of optical sensor **164** can be changed by the user (e.g., by rotating the lens and the sensor in the device housing) so that a single optical sensor **164** may be used along with the touch screen display for both video conferencing and still and/or video image acquisition.

[0074] Device **100** may also include one or more proximity sensors **166**. FIGS. 1A and 1B show proximity sensor **166** coupled to peripherals interface **118**. Alternately, proximity sensor **166** may be coupled to input controller **160** in I/O subsystem **106**. Proximity sensor **166** may perform as described in U.S. patent application Ser. Nos. 11/241,839, "Proximity Detector In Handheld Device"; **11/240,788**, "Proximity Detector In Handheld Device"; **11/620,702**, "Using Ambient Light Sensor To Augment Proximity Sensor Output"; **11/586,862**, "Automated Response To And Sensing Of User Activity In Portable Devices"; and **11/638,251**, "Methods And Systems For Automatic Configuration Of Peripherals," which are hereby incorporated by reference in their entirety. In some embodiments, the proximity sensor turns off and disables touch screen **112** when the multifunction device is placed near the user's ear (e.g., when the user is making a phone call).

[0075] Device **100** may also include one or more accelerometers **168**. FIGS. 1A and 1B show accelerometer **168** coupled to peripherals interface **118**. Alternately, accelerometer **168** may be coupled to an input controller **160** in I/O subsystem **106**. Accelerometer **168** may perform as described

in U.S. Patent Publication No. 20050190059, "Acceleration-based Theft Detection System for Portable Electronic Devices," and U.S. Patent Publication No. 20060017692, "Methods And Apparatuses For Operating A Portable Device Based On An Accelerometer," both of which are which are incorporated by reference herein in their entirety. In some embodiments, information is displayed on the touch screen display in a portrait view or a landscape view based on an analysis of data received from the one or more accelerometers. Device **100** optionally includes, in addition to accelerometer(s) **168**, a magnetometer (not shown) and a GPS (or GLONASS or other global navigation system) receiver (not shown) for obtaining information concerning the location and orientation (e.g., portrait or landscape) of device **100**.

[0076] In some embodiments, the software components stored in memory **102** include operating system **126**, communication module (or set of instructions) **128**, contact/motion module (or set of instructions) **130**, graphics module (or set of instructions) **132**, text input module (or set of instructions) **134**, Global Positioning System (GPS) module (or set of instructions) **135**, and applications (or sets of instructions) **136**. Furthermore, in some embodiments memory **102** stores device/global internal state **157**, as shown in FIGS. **1A**, **1B** and **3**. Device/global internal state **157** includes one or more of: active application state, indicating which applications, if any, are currently active; display state, indicating what applications, views or other information occupy various regions of touch screen display **112**; sensor state, including information obtained from the device's various sensors and input control devices **116**; and location information concerning the device's location and/or attitude.

[0077] Operating system **126** (e.g., Darwin, RTXC, LINUX, UNIX, OS X, WINDOWS, or an embedded operating system such as VxWorks) includes various software components and/or drivers for controlling and managing general system tasks (e.g., memory management, storage device control, power management, etc.) and facilitates communication between various hardware and software components.

[0078] Communication module **128** facilitates communication with other devices over one or more external ports **124** and also includes various software components for handling data received by RF circuitry **108** and/or external port **124**. External port **124** (e.g., Universal Serial Bus (USB), FIREWIRE, etc.) is adapted for coupling directly to other devices or indirectly over a network (e.g., the Internet, wireless LAN, etc.). In some embodiments, the external port is a multi-pin (e.g., 30-pin) connector that is the same as, or similar to and/or compatible with the 30-pin connector used on iPod (trademark of Apple Inc.) devices.

[0079] Contact/motion module **130** may detect contact with touch screen **112** (in conjunction with display controller **156**) and other touch sensitive devices (e.g., a touchpad or physical click wheel). Contact/motion module **130** includes various software components for performing various operations related to detection of contact, such as determining if contact has occurred (e.g., detecting a finger-down event), determining if there is movement of the contact and tracking the movement across the touch-sensitive surface (e.g., detecting one or more finger-dragging events), and determining if the contact has ceased (e.g., detecting a finger-up event or a break in contact). Contact/motion module **130** receives contact data from the touch-sensitive surface. Determining movement of the point of contact, which is represented by a series of contact data, may include determining speed (mag-

nitude), velocity (magnitude and direction), and/or an acceleration (a change in magnitude and/or direction) of the point of contact. These operations may be applied to single contacts (e.g., one finger contacts) or to multiple simultaneous contacts (e.g., "multitouch"/multiple finger contacts). In some embodiments, contact/motion module **130** and display controller **156** detects contact on a touchpad. In some embodiments, contact/motion module **130** and controller **160** detects contact on a click wheel.

[0080] Contact/motion module **130** may detect a gesture input by a user. Different gestures on the touch-sensitive surface have different contact patterns. Thus, a gesture may be detected by detecting a particular contact pattern. For example, detecting a finger tap gesture includes detecting a finger-down event followed by detecting a finger-up (lift off) event at the same position (or substantially the same position) as the finger-down event (e.g., at the position of an icon). As another example, detecting a finger swipe gesture on the touch-sensitive surface includes detecting a finger-down event followed by detecting one or more finger-dragging events, and subsequently followed by detecting a finger-up (lift off) event.

[0081] Graphics module **132** includes various known software components for rendering and displaying graphics on touch screen **112** or other display, including components for changing the intensity of graphics that are displayed. As used herein, the term "graphics" includes any object that can be displayed to a user, including without limitation text, web pages, icons (such as user-interface objects including soft keys), digital images, videos, animations and the like.

[0082] In some embodiments, graphics module **132** stores data representing graphics to be used. Each graphic may be assigned a corresponding code. Graphics module **132** receives, from applications etc., one or more codes specifying graphics to be displayed along with, if necessary, coordinate data and other graphic property data, and then generates screen image data to output to display controller **156**.

[0083] Text input module **134**, which may be a component of graphics module **132**, provides soft keyboards for entering text in various applications (e.g., contacts **137**, e-mail **140**, IM **141**, browser **147**, and any other application that needs text input).

[0084] GPS module **135** determines the location of the device and provides this information for use in various applications (e.g., to telephone **138** for use in location-based dialing, to camera **143** as picture/video metadata, and to applications that provide location-based services such as weather widgets, local yellow page widgets, and map/navigation widgets).

[0085] Applications **136** may include the following modules (or sets of instructions), or a subset or superset thereof:

- [0086]** contacts module **137** (sometimes called an address book or contact list);
- [0087]** telephone module **138**;
- [0088]** video conferencing module **139**;
- [0089]** e-mail client module **140**;
- [0090]** instant messaging (IM) module **141**;
- [0091]** workout support module **142**;
- [0092]** camera module **143** for still and/or video images;
- [0093]** image management module **144**;
- [0094]** video player module **145**;
- [0095]** music player module **146**;
- [0096]** browser module **147**;
- [0097]** calendar module **148**;

[0098] widget modules 149, which may include one or more of: weather widget 149-1, stocks widget 149-2, calculator widget 149-3, alarm clock widget 149-4, dictionary widget 149-5, and other widgets obtained by the user, as well as user-created widgets 149-6;

[0099] widget creator module 150 for making user-created widgets 149-6;

[0100] search module 151;

[0101] video and music player module 152, which merges video player module 145 and music player module 146;

[0102] notes module 153;

[0103] map module 154; and/or

[0104] online video module 155.

[0105] Examples of other applications 136 that may be stored in memory 102 include other word processing applications, other image editing applications, drawing applications, presentation applications, JAVA-enabled applications, encryption, digital rights management, voice recognition, and voice replication.

[0106] In conjunction with touch screen 112, display controller 156, contact module 130, graphics module 132, and text input module 134, contacts module 137 may be used to manage an address book or contact list (e.g., stored in application internal state 192 of contacts module 137 in memory 102 or memory 370), including: adding name(s) to the address book; deleting name(s) from the address book; associating telephone number(s), e-mail address(es), physical address(es) or other information with a name; associating an image with a name; categorizing and sorting names; providing telephone numbers or e-mail addresses to initiate and/or facilitate communications by telephone 138, video conference 139, e-mail 140, or IM 141; and so forth.

[0107] In conjunction with RF circuitry 108, audio circuitry 110, speaker 111, microphone 113, touch screen 112, display controller 156, contact module 130, graphics module 132, and text input module 134, telephone module 138 may be used to enter a sequence of characters corresponding to a telephone number, access one or more telephone numbers in address book 137, modify a telephone number that has been entered, dial a respective telephone number, conduct a conversation and disconnect or hang up when the conversation is completed. As noted above, the wireless communication may use any of a plurality of communications standards, protocols and technologies.

[0108] In conjunction with RF circuitry 108, audio circuitry 110, speaker 111, microphone 113, touch screen 112, display controller 156, optical sensor 164, optical sensor controller 158, contact module 130, graphics module 132, text input module 134, contact list 137, and telephone module 138, videoconferencing module 139 includes executable instructions to initiate, conduct, and terminate a video conference between a user and one or more other participants in accordance with user instructions.

[0109] In conjunction with RF circuitry 108, touch screen 112, display controller 156, contact module 130, graphics module 132, and text input module 134, e-mail client module 140 includes executable instructions to create, send, receive, and manage e-mail in response to user instructions. In conjunction with image management module 144, e-mail client module 140 makes it very easy to create and send e-mails with still or video images taken with camera module 143.

[0110] In conjunction with RF circuitry 108, touch screen 112, display controller 156, contact module 130, graphics

module 132, and text input module 134, the instant messaging module 141 includes executable instructions to enter a sequence of characters corresponding to an instant message, to modify previously entered characters, to transmit a respective instant message (for example, using a Short Message Service (SMS) or Multimedia Message Service (MMS) protocol for telephony-based instant messages or using XMPP, SIMPLE, or IMPS for Internet-based instant messages), to receive instant messages and to view received instant messages. In some embodiments, transmitted and/or received instant messages may include graphics, photos, audio files, video files and/or other attachments as are supported in a MMS and/or an Enhanced Messaging Service (EMS). As used herein, "instant messaging" refers to both telephony-based messages (e.g., messages sent using SMS or MMS) and Internet-based messages (e.g., messages sent using XMPP, SIMPLE, or IMPS).

[0111] In conjunction with RF circuitry 108, touch screen 112, display controller 156, contact module 130, graphics module 132, text input module 134, GPS module 135, map module 154, and music player module 146, workout support module 142 includes executable instructions to create workouts (e.g., with time, distance, and/or calorie burning goals); communicate with workout sensors (sports devices); receive workout sensor data; calibrate sensors used to monitor a workout; select and play music for a workout; and display, store and transmit workout data.

[0112] In conjunction with touch screen 112, display controller 156, optical sensor(s) 164, optical sensor controller 158, contact module 130, graphics module 132, and image management module 144, camera module 143 includes executable instructions to capture still images or video (including a video stream) and store them into memory 102, modify characteristics of a still image or video, or delete a still image or video from memory 102.

[0113] In conjunction with touch screen 112, display controller 156, contact module 130, graphics module 132, text input module 134, and camera module 143, image management module 144 includes executable instructions to arrange, modify (e.g., edit), or otherwise manipulate, label, delete, present (e.g., in a digital slide show or album), and store still and/or video images.

[0114] In conjunction with touch screen 112, display controller 156, contact module 130, graphics module 132, audio circuitry 110, and speaker 111, video player module 145 includes executable instructions to display, present or otherwise play back videos (e.g., on touch screen 112 or on an external, connected display via external port 124).

[0115] In conjunction with touch screen 112, display system controller 156, contact module 130, graphics module 132, audio circuitry 110, speaker 111, RF circuitry 108, and browser module 147, music player module 146 includes executable instructions that allow the user to download and play back recorded music and other sound files stored in one or more file formats, such as MP3 or AAC files. In some embodiments, device 100 may include the functionality of an MP3 player, such as an iPod (trademark of Apple Inc.).

[0116] In conjunction with RF circuitry 108, touch screen 112, display system controller 156, contact module 130, graphics module 132, and text input module 134, browser module 147 includes executable instructions to browse the Internet in accordance with user instructions, including

searching, linking to, receiving, and displaying web pages or portions thereof, as well as attachments and other files linked to web pages.

[0117] In conjunction with RF circuitry 108, touch screen 112, display system controller 156, contact module 130, graphics module 132, text input module 134, e-mail client module 140, and browser module 147, calendar module 148 includes executable instructions to create, display, modify, and store calendars and data associated with calendars (e.g., calendar entries, to do lists, etc.) in accordance with user instructions.

[0118] In conjunction with RF circuitry 108, touch screen 112, display system controller 156, contact module 130, graphics module 132, text input module 134, and browser module 147, widget modules 149 are mini-applications that may be downloaded and used by a user (e.g., weather widget 149-1, stocks widget 149-2, calculator widget 149-3, alarm clock widget 149-4, and dictionary widget 149-5) or created by the user (e.g., user-created widget 149-6). In some embodiments, a widget includes an HTML (Hypertext Markup Language) file, a CSS (Cascading Style Sheets) file, and a JavaScript file. In some embodiments, a widget includes an XML (Extensible Markup Language) file and a JavaScript file (e.g., Yahoo! Widgets).

[0119] In conjunction with RF circuitry 108, touch screen 112, display system controller 156, contact module 130, graphics module 132, text input module 134, and browser module 147, the widget creator module 150 may be used by a user to create widgets (e.g., turning a user-specified portion of a web page into a widget).

[0120] In conjunction with touch screen 112, display system controller 156, contact module 130, graphics module 132, and text input module 134, search module 151 includes executable instructions to search for text, music, sound, image, video, and/or other files in memory 102 that match one or more search criteria (e.g., one or more user-specified search terms) in accordance with user instructions.

[0121] In conjunction with touch screen 112, display controller 156, contact module 130, graphics module 132, and text input module 134, notes module 153 includes executable instructions to create and manage notes, to do lists, and the like in accordance with user instructions.

[0122] In conjunction with RF circuitry 108, touch screen 112, display system controller 156, contact module 130, graphics module 132, text input module 134, GPS module 135, and browser module 147, map module 154 may be used to receive, display, modify, and store maps and data associated with maps (e.g., driving directions; data on stores and other points of interest at or near a particular location; and other location-based data) in accordance with user instructions.

[0123] In conjunction with touch screen 112, display system controller 156, contact module 130, graphics module 132, audio circuitry 110, speaker 111, RF circuitry 108, text input module 134, e-mail client module 140, and browser module 147, online video module 155 includes instructions that allow the user to access, browse, receive (e.g., by streaming and/or download), play back (e.g., on the touch screen or on an external, connected display via external port 124), send an e-mail with a link to a particular online video, and otherwise manage online videos in one or more file formats, such as H.264. In some embodiments, instant messaging module 141, rather than e-mail client module 140, is used to send a link to a particular online video. Additional description of the

online video application can be found in U.S. Provisional Patent Application No. 60/936,562, "Portable Multifunction Device, Method, and Graphical User Interface for Playing Online Videos," filed Jun. 20, 2007, and U.S. patent application Ser. No. 11/968,067, "Portable Multifunction Device, Method, and Graphical User Interface for Playing Online Videos," filed Dec. 31, 2007, the content of which is hereby incorporated by reference in its entirety.

[0124] Each of the above identified modules and applications correspond to a set of executable instructions for performing one or more functions described above and the methods described in this application (e.g., the computer-implemented methods and other information processing methods described herein). These modules (i.e., sets of instructions) need not be implemented as separate software programs, procedures or modules, and thus various subsets of these modules may be combined or otherwise re-arranged in various embodiments. For example, video player module 145 may be combined with music player module 146 into a single module (e.g., video and music player module 152, FIG. 1B). In some embodiments, memory 102 may store a subset of the modules and data structures identified above. Furthermore, memory 102 may store additional modules and data structures not described above.

[0125] In some embodiments, device 100 is a device where operation of a predefined set of functions on the device is performed exclusively through a touch screen and/or a touchpad. By using a touch screen and/or a touchpad as the primary input control device for operation of device 100, the number of physical input control devices (such as push buttons, dials, and the like) on device 100 may be reduced.

[0126] The predefined set of functions that may be performed exclusively through a touch screen and/or a touchpad include navigation between user interfaces. In some embodiments, the touchpad, when touched by the user, navigates device 100 to a main, home, or root menu from any user interface that may be displayed on device 100. In such embodiments, the touchpad may be referred to as a "menu button." In some other embodiments, the menu button may be a physical push button or other physical input control device instead of a touchpad.

[0127] FIG. 1C is a block diagram illustrating exemplary components for event handling in accordance with some embodiments. In some embodiments, memory 102 (in FIGS. 1A and 1B) or 370 (FIG. 3) includes event sorter 170 (e.g., in operating system 126) and a respective application 136-1 (e.g., any of the aforementioned applications 137-151, 155, 380-390).

[0128] Event sorter 170 receives event information and determines the application 136-1 and application view 191 of application 136-1 to which to deliver the event information. Event sorter 170 includes event monitor 171 and event dispatcher module 174. In some embodiments, application 136-1 includes application internal state 192, which indicates the current application view(s) displayed on touch sensitive display 112 when the application is active or executing. In some embodiments, device/global internal state 157 is used by event sorter 170 to determine which application(s) is(are) currently active, and application internal state 192 is used by event sorter 170 to determine application views 191 to which to deliver event information.

[0129] In some embodiments, application internal state 192 includes additional information, such as one or more of: resume information to be used when application 136-1

resumes execution, user interface state information that indicates information being displayed or that is ready for display by application 136-1, a state queue for enabling the user to go back to a prior state or view of application 136-1, and a redo/undo queue of previous actions taken by the user.

[0130] Event monitor 171 receives event information from peripherals interface 118. Event information includes information about a sub-event (e.g., a user touch on touch-sensitive display 112, as part of a multi-touch gesture). Peripherals interface 118 transmits information it receives from I/O subsystem 106 or a sensor, such as proximity sensor 166, accelerometer(s) 168, and/or microphone 113 (through audio circuitry 110). Information that peripherals interface 118 receives from I/O subsystem 106 includes information from touch-sensitive display 112 or a touch-sensitive surface.

[0131] In some embodiments, event monitor 171 sends requests to the peripherals interface 118 at predetermined intervals. In response, peripherals interface 118 transmits event information. In other embodiments, peripheral interface 118 transmits event information only when there is a significant event (e.g., receiving an input above a predetermined noise threshold and/or for more than a predetermined duration).

[0132] In some embodiments, event sorter 170 also includes a hit view determination module 172 and/or an active event recognizer determination module 173.

[0133] Hit view determination module 172 provides software procedures for determining where a sub-event has taken place within one or more views, when touch sensitive display 112 displays more than one view. Views are made up of controls and other elements that a user can see on the display.

[0134] Another aspect of the user interface associated with an application is a set of views, sometimes herein called application views or user interface windows, in which information is displayed and touch-based gestures occur. The application views (of a respective application) in which a touch is detected may correspond to programmatic levels within a programmatic or view hierarchy of the application. For example, the lowest level view in which a touch is detected may be called the hit view, and the set of events that are recognized as proper inputs may be determined based, at least in part, on the hit view of the initial touch that begins a touch-based gesture.

[0135] Hit view determination module 172 receives information related to sub-events of a touch-based gesture. When an application has multiple views organized in a hierarchy, hit view determination module 172 identifies a hit view as the lowest view in the hierarchy which should handle the sub-event. In most circumstances, the hit view is the lowest level view in which an initiating sub-event occurs (i.e., the first sub-event in the sequence of sub-events that form an event or potential event). Once the hit view is identified by the hit view determination module, the hit view typically receives all sub-events related to the same touch or input source for which it was identified as the hit view.

[0136] Active event recognizer determination module 173 determines which view or views within a view hierarchy should receive a particular sequence of sub-events. In some embodiments, active event recognizer determination module 173 determines that only the hit view should receive a particular sequence of sub-events. In other embodiments, active event recognizer determination module 173 determines that all views that include the physical location of a sub-event are actively involved views, and therefore determines that all

actively involved views should receive a particular sequence of sub-events. In other embodiments, even if touch sub-events were entirely confined to the area associated with one particular view, views higher in the hierarchy would still remain as actively involved views.

[0137] Event dispatcher module 174 dispatches the event information to an event recognizer (e.g., event recognizer 180). In embodiments including active event recognizer determination module 173, event dispatcher module 174 delivers the event information to an event recognizer determined by active event recognizer determination module 173. In some embodiments, event dispatcher module 174 stores in an event queue the event information, which is retrieved by a respective event receiver module 182.

[0138] In some embodiments, operating system 126 includes event sorter 170. Alternatively, application 136-1 includes event sorter 170. In yet other embodiments, event sorter 170 is a stand-alone module, or a part of another module stored in memory 102, such as contact/motion module 130.

[0139] In some embodiments, application 136-1 includes a plurality of event handlers 190 and one or more application views 191, each of which includes instructions for handling touch events that occur within a respective view of the application's user interface. Each application view 191 of the application 136-1 includes one or more event recognizers 180. Typically, a respective application view 191 includes a plurality of event recognizers 180. In other embodiments, one or more of event recognizers 180 are part of a separate module, such as a user interface kit (not shown) or a higher level object from which application 136-1 inherits methods and other properties. In some embodiments, a respective event handler 190 includes one or more of: data updater 176, object updater 177, GUI updater 178, and/or event data 179 received from event sorter 170. Event handler 190 may utilize or call data updater 176, object updater 177 or GUI updater 178 to update the application internal state 192. Alternatively, one or more of the application views 191 includes one or more respective event handlers 190. Also, in some embodiments, one or more of data updater 176, object updater 177, and GUI updater 178 are included in a respective application view 191.

[0140] A respective event recognizer 180 receives event information (e.g., event data 179) from event sorter 170, and identifies an event from the event information. Event recognizer 180 includes event receiver 182 and event comparator 184. In some embodiments, event recognizer 180 also includes at least a subset of: metadata 183, and event delivery instructions 188 (which may include sub-event delivery instructions).

[0141] Event receiver 182 receives event information from event sorter 170. The event information includes information about a sub-event, for example, a touch or a touch movement. Depending on the sub-event, the event information also includes additional information, such as location of the sub-event. When the sub-event concerns motion of a touch the event information may also include speed and direction of the sub-event. In some embodiments, events include rotation of the device from one orientation to another (e.g., from a portrait orientation to a landscape orientation, or vice versa), and the event information includes corresponding information about the current orientation (also called device attitude) of the device.

[0142] Event comparator 184 compares the event information to predefined event or sub-event definitions and, based on

the comparison, determines an event or sub-event, or determines or updates the state of an event or sub-event. In some embodiments, event comparator **184** includes event definitions **186**. Event definitions **186** contain definitions of events (e.g., predefined sequences of sub-events), for example, event **1** (**187-1**), event **2** (**187-2**), and others. In some embodiments, sub-events in an event **187** include, for example, touch begin, touch end, touch movement, touch cancellation, and multiple touching. In one example, the definition for event **1** (**187-1**) is a double tap on a displayed object. The double tap, for example, comprises a first touch (touch begin) on the displayed object for a predetermined phase, a first lift-off (touch end) for a predetermined phase, a second touch (touch begin) on the displayed object for a predetermined phase, and a second lift-off (touch end) for a predetermined phase. In another example, the definition for event **2** (**187-2**) is a dragging on a displayed object. The dragging, for example, comprises a touch (or contact) on the displayed object for a predetermined phase, a movement of the touch across touch-sensitive display **112**, and lift-off of the touch (touch end). In some embodiments, the event also includes information for one or more associated event handlers **190**.

[0143] In some embodiments, event definition **187** includes a definition of an event for a respective user-interface object. In some embodiments, event comparator **184** performs a hit test to determine which user-interface object is associated with a sub-event. For example, in an application view in which three user-interface objects are displayed on touch-sensitive display **112**, when a touch is detected on touch-sensitive display **112**, event comparator **184** performs a hit test to determine which of the three user-interface objects is associated with the touch (sub-event). If each displayed object is associated with a respective event handler **190**, the event comparator uses the result of the hit test to determine which event handler **190** should be activated. For example, event comparator **184** selects an event handler associated with the sub-event and the object triggering the hit test.

[0144] In some embodiments, the definition for a respective event **187** also includes delayed actions that delay delivery of the event information until after it has been determined whether the sequence of sub-events does or does not correspond to the event recognizer's event type.

[0145] When a respective event recognizer **180** determines that the series of sub-events do not match any of the events in event definitions **186**, the respective event recognizer **180** enters an event impossible, event failed, or event ended state, after which it disregards subsequent sub-events of the touch-based gesture. In this situation, other event recognizers, if any, that remain active for the hit view continue to track and process sub-events of an ongoing touch-based gesture.

[0146] In some embodiments, a respective event recognizer **180** includes metadata **183** with configurable properties, flags, and/or lists that indicate how the event delivery system should perform sub-event delivery to actively involved event recognizers. In some embodiments, metadata **183** includes configurable properties, flags, and/or lists that indicate how event recognizers may interact with one another. In some embodiments, metadata **183** includes configurable properties, flags, and/or lists that indicate whether sub-events are delivered to varying levels in the view or programmatic hierarchy.

[0147] In some embodiments, a respective event recognizer **180** activates event handler **190** associated with an event when one or more particular sub-events of an event are rec-

ognized. In some embodiments, a respective event recognizer **180** delivers event information associated with the event to event handler **190**. Activating an event handler **190** is distinct from sending (and deferred sending) sub-events to a respective hit view. In some embodiments, event recognizer **180** throws a flag associated with the recognized event, and event handler **190** associated with the flag catches the flag and performs a predefined process.

[0148] In some embodiments, event delivery instructions **188** include sub-event delivery instructions that deliver event information about a sub-event without activating an event handler. Instead, the sub-event delivery instructions deliver event information to event handlers associated with the series of sub-events or to actively involved views. Event handlers associated with the series of sub-events or with actively involved views receive the event information and perform a predetermined process.

[0149] In some embodiments, data updater **176** creates and updates data used in application **136-1**. For example, data updater **176** updates the telephone number used in contacts module **137**, or stores a video file used in video player module **145**. In some embodiments, object updater **177** creates and updates objects used in application **136-1**. For example, object updater **176** creates a new user-interface object or updates the position of a user-interface object. GUI updater **178** updates the GUI. For example, GUI updater **178** prepares display information and sends it to graphics module **132** for display on a touch-sensitive display.

[0150] In some embodiments, event handler(s) **190** includes or has access to data updater **176**, object updater **177**, and GUI updater **178**. In some embodiments, data updater **176**, object updater **177**, and GUI updater **178** are included in a single module of a respective application **136-1** or application view **191**. In other embodiments, they are included in two or more software modules.

[0151] It shall be understood that the foregoing discussion regarding event handling of user touches on touch-sensitive displays also applies to other forms of user inputs to operate multifunction devices **100** with input-devices, not all of which are initiated on touch screens, e.g., coordinating mouse movement and mouse button presses with or without single or multiple keyboard presses or holds, user movements taps, drags, scrolls, etc., on touch-pads, pen stylus inputs, movement of the device, oral instructions, detected eye movements, biometric inputs, and/or any combination thereof, which may be utilized as inputs corresponding to sub-events which define an event to be recognized.

[0152] FIG. 2 illustrates a portable multifunction device **100** having a touch screen **112** in accordance with some embodiments. The touch screen may display one or more graphics within user interface (UI) **200**. In this embodiment, as well as others described below, a user may select one or more of the graphics by making contact or touching the graphics, for example, with one or more fingers **202** (not drawn to scale in the figure) or one or more styluses **203** (not drawn to scale in the figure). In some embodiments, selection of one or more graphics occurs when the user breaks contact with the one or more graphics. In some embodiments, the contact may include a gesture, such as one or more taps, one or more swipes (from left to right, right to left, upward and/or downward) and/or a rolling of a finger (from right to left, left to right, upward and/or downward) that has made contact with device **100**. In some embodiments, inadvertent contact with a graphic may not select the graphic. For example, a swipe

gesture that sweeps over an application icon may not select the corresponding application when the gesture corresponding to selection is a tap.

[0153] Device **100** may also include one or more physical buttons, such as “home” or menu button **204**. As described previously, menu button **204** may be used to navigate to any application **136** in a set of applications that may be executed on device **100**. Alternatively, in some embodiments, the menu button is implemented as a soft key in a GUI displayed on touch screen **112**.

[0154] In one embodiment, device **100** includes touch screen **112**, menu button **204**, push button **206** for powering the device on/off and locking the device, volume adjustment button(s) **208**, Subscriber Identity Module (SIM) card slot **210**, head set jack **212**, and docking/charging external port **124**. Push button **206** may be used to turn the power on/off on the device by depressing the button and holding the button in the depressed state for a predefined time interval; to lock the device by depressing the button and releasing the button before the predefined time interval has elapsed; and/or to unlock the device or initiate an unlock process. In an alternative embodiment, device **100** also may accept verbal input for activation or deactivation of some functions through microphone **113**.

[0155] FIG. **3** is a block diagram of an exemplary multifunction device with a display and a touch-sensitive surface in accordance with some embodiments. Device **300** need not be portable. In some embodiments, device **300** is a laptop computer, a desktop computer, a tablet computer, a multimedia player device, a navigation device, an educational device (such as a child’s learning toy), a gaming system, or a control device (e.g., a home or industrial controller). Device **300** typically includes one or more processing units (CPU’s) **310**, one or more network or other communications interfaces **360**, memory **370**, and one or more communication buses **320** for interconnecting these components. Communication buses **320** may include circuitry (sometimes called a chipset) that interconnects and controls communications between system components. Device **300** includes input/output (I/O) interface **330** comprising display **340**, which is typically a touch screen display. I/O interface **330** also may include a keyboard and/or mouse (or other pointing device) **350** and touchpad **355**. Memory **370** includes high-speed random access memory, such as DRAM, SRAM, DDR RAM or other random access solid state memory devices; and may include non-volatile memory, such as one or more magnetic disk storage devices, optical disk storage devices, flash memory devices, or other non-volatile solid state storage devices. Memory **370** may optionally include one or more storage devices remotely located from CPU(s) **310**. In some embodiments, memory **370** stores programs, modules, and data structures analogous to the programs, modules, and data structures stored in memory **102** of portable multifunction device **100** (FIG. **1**), or a subset thereof. Furthermore, memory **370** may store additional programs, modules, and data structures not present in memory **102** of portable multifunction device **100**. For example, memory **370** of device **300** may store drawing module **380**, presentation module **382**, word processing module **384**, website creation module **386**, disk authoring module **388**, and/or spreadsheet module **390**, while memory **102** of portable multifunction device **100** (FIG. **1**) may not store these modules.

[0156] Each of the above identified elements in FIG. **3** may be stored in one or more of the previously mentioned memory

devices. Each of the above identified modules corresponds to a set of instructions for performing a function described above. The above identified modules or programs (i.e., sets of instructions) need not be implemented as separate software programs, procedures or modules, and thus various subsets of these modules may be combined or otherwise re-arranged in various embodiments. In some embodiments, memory **370** may store a subset of the modules and data structures identified above. Furthermore, memory **370** may store additional modules and data structures not described above.

[0157] Attention is now directed towards embodiments of user interfaces (“UI”) that may be implemented on portable multifunction device **100**.

[0158] FIGS. **4A** and **4B** illustrate exemplary user interfaces for a menu of applications on portable multifunction device **100** in accordance with some embodiments. Similar user interfaces may be implemented on device **300**. In some embodiments, user interface **400A** includes the following elements, or a subset or superset thereof:

[0159] Signal strength indicator(s) **402** for wireless communication(s), such as cellular and Wi-Fi signals;

[0160] Time **404**;

[0161] Bluetooth indicator **405**;

[0162] Battery status indicator **406**;

[0163] Tray **408** with icons for frequently used applications, such as:

[0164] Phone **138**, which may include an indicator **414** of the number of missed calls or voicemail messages;

[0165] E-mail client **140**, which may include an indicator **410** of the number of unread e-mails;

[0166] Browser **147**; and

[0167] Music player **146**; and

[0168] Icons for other applications, such as:

[0169] IM **141**;

[0170] Image management **144**;

[0171] Camera **143**;

[0172] Video player **145**;

[0173] Weather **149-1**;

[0174] Stocks **149-2**;

[0175] Workout support **142**;

[0176] Calendar **148**;

[0177] Calculator **149-3**;

[0178] Alarm clock **149-4**;

[0179] Dictionary **149-5**; and

[0180] User-created widget **149-6**.

[0181] In some embodiments, user interface **400B** includes the following elements, or a subset or superset thereof:

[0182] **402, 404, 405, 406, 141, 148, 144, 143, 149-3, 149-2, 149-1, 149-4, 410, 414, 138, 140, and 147**, as described above;

[0183] Map **154**;

[0184] Notes **153**;

[0185] Settings **412**, which provides access to settings for device **100** and its various applications **136**, as described further below;

[0186] Video and music player module **152**, also referred to as iPod (trademark of Apple Inc.) module **152**; and

[0187] Online video module **155**, also referred to as YouTube (trademark of Google Inc.) module **155**.

[0188] FIG. **4C** illustrates an exemplary user interface on a device (e.g., device **300**, FIG. **3**) with a touch-sensitive surface **451** (e.g., a tablet or touchpad **355**, FIG. **3**) that is separate from the display **450** (e.g., touch screen display **112**).

Although many of the examples which follow will be given with reference to inputs on touch screen display **112** (where the touch sensitive surface and the display are combined), in some embodiments, the device detects inputs on a touch-sensitive surface that is separate from the display, as shown in FIG. **4C**. In some embodiments the touch sensitive surface (e.g., **451** in FIG. **4C**) has a primary axis (e.g., **452** in FIG. **4C**) that corresponds to a primary axis (e.g., **453** in FIG. **4C**) on the display (e.g., **450**). In accordance with these embodiments, the device detects contacts (e.g., **460** and **462** in FIG. **4C**) with the touch-sensitive surface **451** at locations that correspond to respective locations on the display (e.g., in FIG. **4C** **460** corresponds to **468** and **462** corresponds to **470**). In this way, user inputs (e.g., contacts **460** and **462**, and movements thereof) detected by the device on the touch-sensitive surface (e.g., **451** in FIG. **4C**) are used by the device to manipulate the user interface on the display (e.g., **450** in FIG. **4C**) of the multifunction device when the touch-sensitive surface is separate from the display. It should be understood that similar methods may be used for other user interfaces described herein.

[**0189**] Additionally, while the following examples are given primarily with reference to finger inputs (e.g., finger contacts, finger tap gestures, finger swipe gestures), it should be understood that, in some embodiments, one or more of the finger inputs are replaced with input from another input device (e.g., a mouse based input or stylus input). For example, a swipe gesture may be replaced with a mouse click (e.g., instead of a contact) followed by movement of the cursor along the path of the swipe (e.g., instead of movement of the contact). As another example, a tap gesture may be replaced with a mouse click while the cursor is located over the location of the tap gesture (e.g., instead of detection of the contact followed by ceasing to detect the contact). Similarly, when multiple user inputs are simultaneously detected, it should be understood that multiple computer mice may be used simultaneously, or a mouse and finger contacts may be used simultaneously.

[**0190**] Attention is now directed towards embodiments of user interfaces (“UI”) and associated processes that may be implemented on a multifunction device with a display and a touch-sensitive surface, such as device **300** or portable multifunction device **100**.

[**0191**] FIGS. **5A-5M** illustrate exemplary user interfaces for navigating between multiple applications in accordance with some embodiments. The user interfaces in these figures are used to illustrate the processes described below, including the processes in FIGS. **6A-6C**, **7A-7B**, **8** and **9**.

[**0192**] As will be explained in detail below, the exemplary user interfaces depict how a computing device with a touch-sensitive display, in response to user inputs, switches between multiple applications, including replacing a first application with a second application, replacing the second application with a third application on the display, suspending a replaced application and removing the replaced application from the display, and subsequently bringing back a suspended application on the display and resuming its operation.

[**0193**] FIG. **5A** depicts a user interface **500A** of a portable multifunction device that includes multiple application icons. A finger tap **502** on the Online Video application icon **155** is detected. FIG. **5B** depicts a user interface **500B** displayed in response to the finger tap **502**, which includes a first application **504** (in this example, the Online Video application) and a

partial view of a second application **506** (in this example, an advertising application). A finger tap **510** on the second application **506** is detected.

[**0194**] FIGS. **5C** and **5D** depict user interfaces **500C** and **500D** in which in an animation transitions to a full view of the second application **506**. In this example, the scale of objects in the second application **506** is maintained from the partial view to the full view, thereby creating a smoother, less jarring transition to the second application. In addition, a deactivation icon **512** in FIG. **5D** is displayed in the full view of the second application.

[**0195**] As shown in FIGS. **5D-5E**, a finger tap **516** on the deactivation icon **512** brings back the first application **504** on the display and resumes the play of the video. Note that the partial view of application **507** in FIG. **5E** may or may not be the same partial view in the same application **506** shown in FIG. **5B**.

[**0196**] FIG. **5D** also depicts a services icon **514** at the bottom of the full view of the second application. In response to detecting a gesture (e.g., a finger tap gesture) on the services icon **514**, a list of icons corresponding to service applications associated with the second application **506** is shown (e.g., as depicted in FIG. **5F**).

[**0197**] FIGS. **5G-5I** depict user interfaces **500G**, **500H**, and **500I** that correspond to a video player, a theater location map, and a music download service, respectively. Each of the three service applications is activated in response to detecting a user gesture (e.g., a finger tap gesture) on a corresponding icon shown in FIG. **5F**. Each user interface includes a deactivation icon **512** and a back icon **522**. Detecting user selection of the deactivation icon **512** brings the device back to the first application **504**, e.g., as shown in FIG. **5B** or **5E**. Detecting user selection of the back icon **522** brings the device back to the full view of the second application **506**, e.g., as shown in FIG. **5D** or **5F**.

[**0198**] FIG. **5J** depicts a user interface **500J** corresponding to a browser application that includes multiple user selectable objects (e.g., blocks of content **544** that are introductions or summaries of corresponding web pages). In response to detecting a gesture (e.g., finger tap gesture **546**) on a user selectable object **544-2**, the device displays a user interface **500K** (FIG. **5K**) that has a full view of a second application **548** at a reduced scale. In this example, detecting a finger tap **552** on the view icon **550-1** or a finger tap **554** on the application itself will animatedly enlarge the second application (e.g., an advertising application) from this reduced scale to a full scale, as shown in FIG. **5L**. Conversely, in response to detecting a finger tap **556** on the skip icon **550-2**, the device ceases to display the second application and displays the web page that corresponds to object **544-2**, as shown in FIG. **5M**.

[**0199**] FIGS. **6A-6C** are flow diagrams illustrating a method **600** of navigating between applications in accordance with some embodiments. The method **600** is performed at a multifunction device (e.g., device **300**, FIG. **3**, or portable multifunction device **100**, FIG. **1**) with a display and a touch-sensitive surface. In some embodiments, the display is a touch screen display and the touch-sensitive surface is on the display. In some embodiments, the display is separate from the touch-sensitive surface. Some operations in method **600** may be combined and/or the order of some operations may be changed.

[**0200**] As described below, the method **600** provides an intuitive way to navigate back and forth between applications. The method reduces the cognitive burden on a user when

navigating between applications, thereby creating a more efficient human-machine interface. For battery-operated computing devices, enabling a user to navigate between applications faster and more efficiently conserves power and increases the time between battery charges.

[0201] The device has a graphical user interface (500A, FIG. 5A) including a plurality of application icons such as the online video application icon 155 and the browser application icon 147, each icon corresponding to a respective application. In some embodiments, an application is responsible for rendering a respective type of content on the touch screen display. For example, the mail application is responsible for displaying emails on the touch screen display and the browser application is responsible for displaying web pages on the display.

[0202] The device detects (602) a first user input on a first application icon on the display. In response to detecting the first user input, the device activates and displays a first application associated with the first application icon in a first region of the display (606).

[0203] The device concurrently displays (610) a partial view of a second application in a second region of the display without activating the second application. In some embodiments, the partial view of the second application is displayed in the second region of the display in response to detecting the first user input. The second region is distinct from the first region. In some embodiments, the concurrent display of the partial view of the second application with the first application is in response to detecting the first user input. In some embodiments, the first application is a multimedia application (608) that has content that varies with time, such as a music player, a video player, a game player, etc.

[0204] For example, as shown in FIGS. 5A and 5B, in response to a finger tap 502 on the online video application icon 155, the device replaces the user interface 500A with the user interface 500B. One region of the user interface 500B corresponds to a first application 504 and another region of the user interface 500B corresponds to a partial view of a second application 506. In this example, the first application is a video player that is activated to play a video stream in the top region of the graphical user interface 500B. It is assumed that the user's primary focus is the first application when he or she activates the first application icon. The second application 506 is not activated until a corresponding user-selectable object is selected. Note that an activated application is an application in an operating mode (e.g., playing an audio or video stream). A deactivated application is one that has been closed or terminated, and thus is no longer operating.

[0205] Note that the second application 506 may include a unique style indicator 508, suggesting that the content associated with the second application is provided by a particular source or of a particular type. In some embodiments, the second application 506 is an advertisement application and the style indicator 508 may represent a particular brand, style or type of advertisement.

[0206] In some embodiments, the device loads (612) the second application or the content associated with the second application into its memory 102 before any subsequent input (e.g., the finger tap 510 on the second application 506 in FIG. 5B). By doing so, the device has at least a portion of the content associated with the second application available to serve the user before a possible user selection of the second application 506 in the future. Thus, the device provides faster

or even instantaneous service in response to detecting activation of the second application 506.

[0207] The device detects (614) a second user input on the partial view of the second application on the display. In response to the second input (616), the device suspends the first application (618) and activates a full view of the second application on the display (620). In some embodiments, the two operations may occur sequentially in any order or concurrently. For example, as shown in FIGS. 5B-5D, in response to the finger tap 510 on the second application 506 in FIG. 5B, the device animatedly expands the second application 506 into a full view.

[0208] In some embodiments, responding to detection of the second user input includes displaying the full view of the second application as an overlay on the first application (622). In some embodiments, responding to detection of the second user input includes ceasing to display the first application (624), as shown in FIG. 5D. Referring to FIGS. 5C-5D, in response to finger tap 510 (FIG. 5B), the device immediately pauses or suspends the video player. While the second application 506 is expanding to full view, the device may animatedly dim out the first application 504 from the display to indicate that the second application 506 is being activated and the first application 504 is temporarily suspended.

[0209] In some embodiments, responding to detection of the second user input includes displaying (626) a deactivation icon along with the full view of the second application. Selection of the deactivation icon initiates deactivating the second application and resuming the first application. For example, FIG. 5D depicts a full view of the second application 506 that includes a deactivation icon 512.

[0210] In some embodiments, the partial view of the second application is displayed at a predefined scale and the full view of the second application is also displayed at the predefined scale (627). In some embodiments, the objects in the partial view (see, e.g., FIG. 5B) and their counterparts in the full view (see, e.g., FIG. 5D) have the same predefined scale such that an animated process of expanding the partial view into the full view as shown in FIG. 5C dynamically unveils the second application. This process may occur vertically and/or horizontally or in any direction or manner.

[0211] The device detects a third user input (e.g., a finger tap 516 on the deactivation icon 512) to deactivate the second application (628, FIG. 6B). In response to the third user input (630), the device deactivates the second application (632) and resumes the first application on the display (634).

[0212] For example, as shown in FIG. 5E, in response to a user selection of the deactivation icon 512, the device resumes the video play of the first application 504 from the position at which it was suspended previously. In some embodiments, detecting user selection of the deactivation icon 512 terminates one instance of the second application 506 and initiates a new partial view of the same second application 506. In some embodiments, detecting user selection of the deactivation icon 512 terminates the second application 506 and initiates a new partial view in a different application 507 (FIG. 5E). As such, detecting a finger tapping of the new partial view may activate a new instance of the second application 506 with different contents (e.g., a different advertisement) or a different application 507. In some other embodiments (not shown in the figures), the user selection of the deactivation icon 512 terminates the second application 506 completely and the second region of the display

occupied by the partial view of the second application **506** may be empty or occupied by the first application **504**.

[0213] In some embodiments, the full view of the second application **506** includes a services icon (see, e.g., **514** of FIG. **5D**). Detecting user selection of the services icon **514** (e.g., a finger tap) brings up a set of icons, each icon corresponding to a respective service offered by the second application **506**. For example, if the second application **506** is a movie promotion application, FIG. **5F** depicts a set of six icons **518A** to **518F**, each icon corresponding to a respective service associated with the movie promotion. Note that a respective icon **518** may correspond to another view in the second application. Alternatively, a respective icon **518** may correspond to a third application, distinct from the second application, that is linked to or otherwise associated with the second application. For the discussion of method **600**, icons **518** will be treated as links to respective additional views within the second application. For the discussion of method **700**, icons **518** will be treated as links to respective third applications.

[0214] In some embodiments, upon detecting activation of a respective icon in the second application (**636**, **638**), the device displays a second full view in the second application (**640**) to provide the user-requested service while maintaining the display of the deactivation icon (**642**). For example, FIG. **5G** depicts a second full view in the second application displayed in response to detecting a user finger-tap **520A** on the video icon **518A** in FIG. **5F**. In this example, a second full view in the second application that plays videos related to the movie promotion is activated in the graphical user interface **500G**. Note that the graphical user interface **500G** includes a back icon **522** and the deactivation icon **512**. A finger tap **524** on the back icon **522** brings back the graphical user interface **500B** (FIG. **5B**) or the graphical user interface **500F** (FIG. **5F**). FIG. **5H** depicts a second full view in the second application displayed in response to detecting a user finger-tap **520B** on the theaters icon **518E** in FIG. **5F**. In this example, the second full view in the second application is a map application that identifies a theater location for the corresponding movie and includes a ticket purchase icon **526**. In response to a user selection of this ticket purchase icon **526**, the device may bring up a third full view in the second application through which a user can purchase a ticket to the movie at the identified theater. FIG. **5I** depicts a second full view in the second application displayed in response to detecting a user finger-tap **520C** on the downloads icon **518F** in FIG. **5F**. In this example, the second full view in the second application is a digital content purchase application that identifies, e.g., a song of the movie. In response to a user selection of the buy icon **528** associated with the song, the device may bring up a third full view in the second application through which a user can purchase an electronic copy of the song. Like the graphical user interface **500G** in FIG. **5G**, the user interface **500H** and the user interface **500I** each include a back icon **522** and the deactivation icon **512**. In either case, detecting user selection of the back icon **522** brings back the previous full view of the second application **506** (e.g., FIG. **5D** or **5F**), whereas detecting user selection of the deactivation icon **512** brings back the first application (e.g., as shown in FIG. **5B** or **5E**). In some embodiments, the second full view of the second application provides access to a complete version of the second application (e.g., a premium version) whereas the first full view of the second application (FIG. **5D**) only provides an introductory version (e.g., a lite or free version) of the second application. In some embodiments, the second full view of the

second application is only accessible to a selected group of users (e.g., users who authorize charges against their bank accounts or credit cards for those premium services, or who are registered users of a service), while other users receive a restricted view of the second application instead of the second full view.

[0215] In some embodiments, the display of the deactivation icon **512** is maintained while any full view of the second application is displayed, thereby allowing a user to easily deactivate the second application **506** and return to the first application **504** from any point within the second application **506**. In some embodiments, the deactivation icon **512** is maintained at the same location on the display in different full views in the second application **506** (e.g., an “X” icon at the upper left corner of a full view as shown in FIGS. **5D**, **5F** and **5H**).

[0216] In some embodiments, the display of the deactivation icon **512** is maintained in different full views in the second application, but the location of the deactivation icon is not the same in all of the full views in the second application. In some embodiments, a “back” icon (e.g., icon **522**, FIGS. **5G** and **5I**), which is separate and distinct from the deactivation icon (e.g., icon **512**, FIGS. **5G** and **5I**), is concurrently displayed with the deactivation icon, thereby allowing a user to easily navigate backwards in the second application.

[0217] Note that details of the processes described above with respect to method **600** are also applicable in an analogous manner to the methods described below, including methods **700**, **800**, and **900**. For brevity, these details are not repeated below.

[0218] FIGS. **7A-7B** are flow diagrams illustrating a method **700** of navigating between applications in accordance with some embodiments. The method **700** is performed at a multifunction device (e.g., device **300**, FIG. **3**, or portable multifunction device **100**, FIG. **1**) with a display and a touch-sensitive surface. In some embodiments, the display is a touch screen display and the touch-sensitive surface is on the display. In some embodiments, the display is separate from the touch-sensitive surface. Some operations in method **700** may be combined and/or the order of some operations may be changed.

[0219] As described below, the method **700** provides an intuitive way to navigate between applications. The method reduces the cognitive burden on a user when navigating between applications, thereby creating a more efficient human-machine interface. For battery-operated computing devices, enabling a user to navigate between applications faster and more efficiently conserves power and increases the time between battery charges.

[0220] The device detects (**702**) a first user input on a first application icon on the display. In response to detecting the first user input, the device activates and displays a first application associated with the first application icon in a first region of the display (**706**).

[0221] The device concurrently displays a partial view of a second application in a second region of the display without activating the second application (**710**). In some embodiments, the partial view of the second application is displayed in the second region of the display in response to detecting the first user input. The second region is distinct from the first region. In some embodiments, the concurrent display of the partial view of the second application with the first application is in response to detecting the first user input. In some embodiments, the first application is a multimedia applica-

tion (708) that has content that varies with time, such as a music player, a video player, a game player, etc.

[0222] In some embodiments, besides the aforementioned operations triggered by the first user input, the device loads (712) the second application or the content associated with the second application and one or more of the third applications associated with the second application (or their respective contents) into its memory 102 before any subsequent input. By doing so, the device has at least a portion of the content associated with the second application available to serve the user before a possible user selection of the second application 506 in the future. Thus, the device provides faster or even instantaneous service in response to detecting activation of the second application 506.

[0223] The device detects (714) a second user input on the partial view of the second application on the display. In response to the second input (716), the device suspends the first application (718) and activates a full view of the second application on the display (720). In some embodiments, the two operations may occur sequentially in any order or concurrently. For example, as shown in FIGS. 5C-5D, in response to the finger tap 510 on the second application 506 in FIG. 5B, the device animatedly expands the second application 506 into a full view.

[0224] In some embodiments, responding to detection of the second user input includes displaying the full view of the second application as an overlay on the first application (722). In some embodiments, responding to detection of the second user input includes ceasing to display the first application (724), as shown in FIG. 5D. Referring to FIGS. 5C-5D, in response to finger tap 510 (FIG. 5B), the device immediately pauses or suspends the video player. While the second application 506 is expanding to full view, the device may animatedly dim out the first application 504 from the display to indicate that the second application 506 is being activated and the first application 504 is temporarily suspended.

[0225] In some embodiments, responding to detection of the second user input includes displaying (726) a deactivation icon along with the full view of the second application. Selection of the deactivation icon initiates deactivating the second application and resuming the first application. For example, FIG. 5D depicts a full view of the second application 506 that includes a deactivation icon 512.

[0226] In some embodiments, the partial view of the second application is displayed at a predefined scale and the full view of the second application is also displayed at the predefined scale. In some embodiments, the objects in the partial view (see, e.g., FIG. 5B) and their counterparts in the full view (see, e.g., FIG. 5D) have the same predefined scale such that an animated process of expanding the partial view into the full view as shown in FIG. 5C dynamically unveils the second application. This process may occur vertically and/or horizontally or in any direction or manner.

[0227] The device detects a third user input on a respective icon in the second application (e.g., any one of the six icons 518A to 518F) (728, FIG. 7B). In response to detecting the third user input (730), the device activates a third application on the display (732). Exemplary third applications include a video player application, a map application, and a digital content store (FIGS. 5G-5I). In some embodiments, the second application provides access to a preview of a full version of digital content (such as songs, movies, applications, books, and/or games), while the third application is an application related to the second application and allows a user to down-

load a full version of the digital content from a remote source. For example, the third application may be an online commerce application such as an online application store (e.g., Apple's application store), an online digital content store (e.g., iTunes or iBooks), or an application that provides service related to the second application (e.g., the map application shown in FIG. 5H). In some embodiments, the device maintains (733) display of the deactivation icon on the third application (see, e.g., the deactivation icon 512 in FIGS. 5G to 5I). In some embodiments, the device ceases (735) to display the second application after the activation of the third application. For example, one of the third applications shown in FIGS. 5G to 5I does not include any portion of the second application shown in FIG. 5F.

[0228] In some embodiments, the device loads (727) one or more of the third applications (or their respective contents) in response to detecting (716) the second user input prior to detecting (728) the third input.

[0229] In some embodiments, the applications are related to one another such that there are links between the first application and one or more second applications, and links between a respective second application and one or more associated third applications. The device maintains a hierarchical relationship between these links in its memory to activate an appropriate child application associated with a parent application according to the hierarchical relationship.

[0230] In some embodiments, the device detects a fourth user input to deactivate the third application (734). In response to the fourth user input (736), the device deactivates the third application (738) and resumes the first application on the display (740). As described above, this process allows a user to switch back to the root application from which any subsequent application is derived according to the hierarchical relationship. Instead of restarting itself from the beginning, the root application is configured to resume from the position at which it was suspended before. As such, this process allows a user to navigate into one sequence of applications while maintaining a shortcut for the user to return to the starting point of the navigation.

[0231] FIG. 8 is a flow diagram illustrating a method 800 of navigating between applications. The method 800 is performed at a multifunction device (e.g., device 300, FIG. 3, or portable multifunction device 100, FIG. 1) with a display and a touch-sensitive surface. In some embodiments, the display is a touch screen display and the touch-sensitive surface is on the display. In some embodiments, the display is separate from the touch-sensitive surface. Some operations in method 800 may be combined and/or the order of some operations may be changed.

[0232] As described below, the method 800 provides an intuitive way to navigate between applications. The method reduces the cognitive burden on a user when navigating between applications, thereby creating a more efficient human-machine interface. For battery-operated computing devices, enabling a user to navigate between applications faster and more efficiently conserves power and increases the time between battery charges.

[0233] The device displays (802) a first view in a first application on the display. The first view includes a first user selectable object that is associated with a second view in the first application. For example, FIG. 5J depicts a web browser application on the display. In this example, web page 542 includes multiple blocks of content 544-1 to 544-8. At least

one of blocks has a link to another, corresponding web page that can be selected with a gesture (e.g., a finger tap).

[0234] The device detects a first user input on the first user selectable object (804). In response to the first user input (806), the device animatedly replaces display of the first view with display of a view that includes a second user selectable object at a first predefined scale (808). In some embodiments, the second user selectable object is associated with a second application distinct from the first application (810). For example, as shown in FIGS. 5J and 5K, respectively, in response to detecting a finger-tap 546 on block 544-2, the device replaces the browser view with a new view that includes a second user selectable object 548 at a first predefined scale. In addition, the new view includes a view icon 550-1 and a skip icon 550-2.

[0235] The device detects a second user input on the second user selectable object (812). In response to detecting the second user input (814), the device animatedly enlarges the second user selectable object from the first predefined scale to a second predefined scale (816) and activates the second application (818). In some embodiments, a deactivation icon is displayed along with the second application (820). For example, as shown in FIGS. 5K and 5L, in response to detecting user finger-tap 554 on the object 548 or user finger-tap 552 on the view icon 550-1, the device enlarges the full view of the second application from a first smaller scale (FIG. 5K) to a second larger scale (FIG. 5L). Note that a deactivation icon 512 is also displayed (e.g., at the top left corner of user interface 500L).

[0236] The device detects a third user input on the deactivation icon (822). In response to detecting the third user input (824), the device animatedly deactivates (e.g., dims out and ceases to display) the second application from the display (826) and displays a second view of the first application (828). As shown in FIG. 5M, the second view of the first application is a full view of the web page associated with block 544-2. Note that a user selection 556 (FIG. 5K) of the skip icon 550-2 will bypass the second application (e.g., FIG. 5L) and instead display the second view of the first application (e.g., FIG. 5M).

[0237] FIG. 9 is a flow diagram illustrating a method 900 of navigating between applications in accordance with some embodiments. The method 900 is performed at a multifunction device (e.g., device 300, FIG. 3, or portable multifunction device 100, FIG. 1) with a display and a touch-sensitive surface. In some embodiments, the display is a touch screen display and the touch-sensitive surface is on the display. In some embodiments, the display is separate from the touch-sensitive surface. Some operations in method 900 may be combined and/or the order of some operations may be changed.

[0238] As described below, the method 900 provides an intuitive way to navigate between applications. The method reduces the cognitive burden on a user when navigating between applications, thereby creating a more efficient human-machine interface. For battery-operated computing devices, enabling a user to navigate between applications faster and more efficiently conserves power and increases the time between battery charges.

[0239] The device detects a first user input on a first application icon on the display (902). In response to detecting the first user input, the device activates and displays a first application associated with the first application icon in a first region of the display (904).

[0240] The device concurrently displays a partial view of a second application at a predefined scale in a second region of the display (906). In some embodiments, the partial view of the second application is displayed in the second region of the display in response to detecting the first user input. The second region is distinct from the first region and the second application is not activated.

[0241] The device detects a second user input on the partial view of the second application on the display (908). In response to detecting the second user input (910), the device displays a full view of the second application at the same predefined scale as the partial view (912) and activates the second application (914). As shown in FIGS. 5B-5D, respectively, the objects in different views of the second application 506 have the same scale. The objects in the partial view (see, e.g., FIG. 5B) and their counterparts in the full view (see, e.g., FIG. 5D) have the same predefined scale such that an animated process of expanding the partial view into the full view as shown in FIG. 5C dynamically unveils the second application. This unveiling at the same scale makes for a smoother transition into the second application. This process may occur vertically and/or horizontally or in any direction or manner.

[0242] The operations in the information processing methods described above may be implemented by running one or more functional modules in information processing apparatus such as general purpose processors or application specific chips. These modules, combinations of these modules, and/or their combination with general hardware (e.g., as described above with respect to FIGS. 1A, 1B and 3) are all included within the scope of protection of the invention.

[0243] The operations described above with reference to FIGS. 6A-6C, 7A-7B, 8 and 9 may be implemented by components depicted in FIGS. 1A-1C. For example, detection operations and activating/deactivating operations may be implemented by event sorter 170, event recognizer 180, and event handler 190. Event monitor 171 in event sorter 170 detects a contact on touch-sensitive display 112, and event dispatcher module 174 delivers the event information to application 136-1. A respective event recognizer 180 of application 136-1 compares the event information to respective event definitions 186, and determines whether a first contact at a first location on the touch-sensitive surface corresponds to a predefined event or sub-event, such as selection of an object on a user interface. When a respective predefined event or sub-event is detected, event recognizer 180 activates an event handler 190 associated with the detection of the event or sub-event. Event handler 190 may utilize or call data updater 176, object updater 177 or GUI updater 178 to update the application internal state 192. In some embodiments, event handler 190 accesses a respective GUI updater 178 to update what is displayed by the application. Similarly, it would be clear to a person having ordinary skill in the art how other processes can be implemented based on the components depicted in FIGS. 1A-1C.

[0244] The foregoing description, for purpose of explanation, has been described with reference to specific embodiments. However, the illustrative discussions above are not intended to be exhaustive or to limit the invention to the precise forms disclosed. Many modifications and variations are possible in view of the above teachings. The embodiments were chosen and described in order to best explain the principles of the invention and its practical applications, to thereby enable others skilled in the art to best utilize the

invention and various embodiments with various modifications as are suited to the particular use contemplated.

What is claimed is:

1. A method, comprising:
 - at a computing device with a touch-sensitive display:
 - detecting a first user input on a first application icon on the display;
 - in response to detecting the first user input, activating and displaying a first application associated with the first application icon in a first region of the display;
 - concurrently displaying a partial view of a second application in a second region of the display, distinct from the first region, at a predefined scale, without activating the second application;
 - detecting a second user input on the partial view of the second application on the display; and,
 - in response to detecting the second user input:
 - displaying a full view of the second application at the predefined scale; and
 - activating the second application.
 - 2. The method of claim 1, including loading the second application on the computing device prior to detecting the second input.
 - 3. The method of claim 1, including loading content associated with the second application on the computing device prior to detecting the second input.
 - 4. The method of claim 1, wherein responding to detection of the second user input includes displaying the full view of the second application as an overlay on the first application.
 - 5. The method of claim 1, wherein responding to detection of the second user input includes ceasing to display the first application.
 - 6. A portable multifunction device, comprising:
 - a touch-sensitive display;
 - one or more processors;
 - memory; and
 - one or more programs, wherein the one or more programs are stored in the memory and configured to be executed by the one or more processors, the one or more programs including instructions for:
 - detecting a first user input on a first application icon on the display;
 - in response to detecting the first user input, activating and displaying a first application associated with the first application icon in a first region of the display;
 - concurrently displaying a partial view of a second application in a second region of the display, distinct from the first region, at a predefined scale, without activating the second application;
 - detecting a second user input on the partial view of the second application on the display; and,
 - in response to detecting the second user input:
 - displaying a full view of the second application at the predefined scale; and
 - activating the second application.
 - 7. A graphical user interface on a portable multifunction device with a touch-sensitive display, memory, and one or more processors to execute one or more programs stored in the memory, the graphical user interface comprising:
 - a first application associated with a first application icon;
 - a partial view of a second application; and
 - a full view of the second application;

wherein:

- a first user input on the first application icon on the display is detected;
- in response to detecting the first user input, the first application associated with the first application icon is activated and displayed in a first region of the display;
- the partial view of a second application is concurrently displayed in a second region of the display, distinct from the first region, at a predefined scale, without activating the second application;
- a second user input on the partial view of the second application on the display is detected; and,
- in response to detecting the second user input:
 - the full view of the second application on the display is displayed at the predefined scale; and
 - the second application is activated.
- 8. A computer readable storage medium storing one or more programs, the one or more programs comprising instructions, which when executed by a portable multifunction device with a touch-sensitive display, cause the device to:
 - detect a first user input on a first application icon on the display;
 - in response to detecting the first user input, activate and display a first application associated with the first application icon in a first region of the display;
 - concurrently display a partial view of a second application in a second region of the display, distinct from the first region, at a predefined scale, without activating the second application;
 - detect a second user input on the partial view of the second application on the display; and,
 - in response to detecting the second user input:
 - display a full view of the second application at the predefined scale; and
 - activate the second application.
- 9. A portable multifunction device, comprising:
 - a touch-sensitive display;
 - means for detecting a first user input on a first application icon on the display;
 - in response to detecting the first user input, means for activating and displaying a first application associated with the first application icon in a first region of the display;
 - means for concurrently displaying a partial view of a second application in a second region of the display, distinct from the first region, at a predefined scale, without activating the second application;
 - means for detecting a second user input on the partial view of the second application on the display; and
 - in response to detecting the second user input:
 - means for displaying a full view of the second application at the predefined scale; and
 - means for activating the second application.
- 10. An information processing apparatus for use in a portable multifunction device with a touch-sensitive display, comprising:
 - means for detecting a first user input on a first application icon on the display;
 - in response to detecting the first user input, means for activating and displaying a first application associated with the first application icon in a first region of the display;

means for concurrently displaying a partial view of a second application in a second region of the display, distinct from the first region, at a predefined scale, without activating the second application;
means for detecting a second user input on the partial view of the second application on the display; and,

in response to detecting the second user input:
means for displaying a full view of the second application at the predefined scale; and
means for activating the second application.

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