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(54) Title: DEVICE, METHOD, AND GRAPHICAL USER INTERFACE FOR SELECTING OBJECT WITHIN A GROUP OF OBJECTS

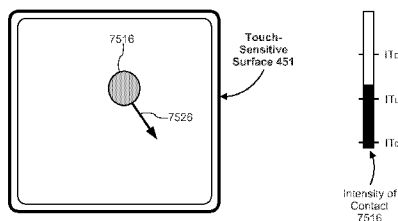
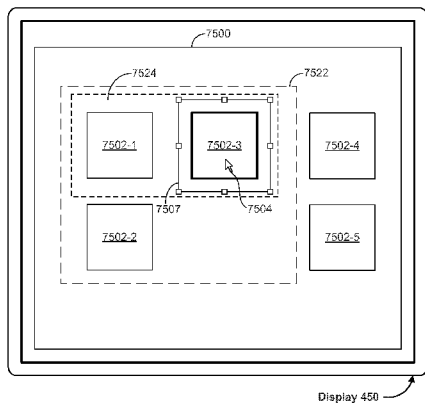
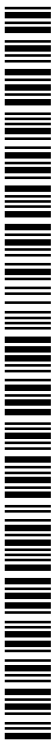


Figure 9T

(57) Abstract: An electronic device: displays a plurality of objects, where two or more of the objects are grouped together in a group of objects and one or more other objects of the plurality of objects are not in the group; detects a first gesture that includes a first press input at a location that corresponds to a respective object in the group, in response to detecting the first gesture, the device selects one or more of the plurality of objects as a set of selected objects. If the first press input had a maximum intensity below a first intensity threshold, the set includes the objects in the group and excludes the other objects that are not in the group. If the first press input had an intensity above the first intensity threshold, the set includes the respective object and excludes one or more objects in the group and the other objects that are not in the group.



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## **Device, Method, and Graphical User Interface for Selecting Object within a Group of Objects**

### RELATED APPLICATIONS

**[0001]** This application claims priority to U.S. Provisional Patent Application Serial No. 61/778,092, filed on March 12, 2013, entitled “Device, Method, and Graphical User Interface for Selecting Object within a Group of Objects;” U.S. Provisional Patent Application No. 61/747,278, filed December 29, 2012, entitled “Device, Method, and Graphical User Interface for Manipulating User Interface Objects with Visual and/or Haptic Feedback;” and U.S. Provisional Patent Application No. 61/688,227, filed May 9, 2012, entitled “Device, Method, and Graphical User Interface for Manipulating User Interface Objects with Visual and/or Haptic Feedback,” which applications are incorporated by reference herein in their entirety.

**[0002]** This application is also related to the following: U.S. Provisional Patent Application Serial No. 61/778,125, filed on March 12, 2013, entitled “Device, Method, and Graphical User Interface for Navigating User Interface Hierarchies;” U.S. Provisional Patent Application Serial No. 61/778,156, filed on March 12, 2013, entitled “Device, Method, and Graphical User Interface for Manipulating Framed Graphical Objects;” U.S. Provisional Patent Application Serial No. 61/778,179, filed on March 12, 2013, entitled “Device, Method, and Graphical User Interface for Scrolling Nested Regions;” U.S. Provisional Patent Application Serial No. 61/778,171, filed on March 12, 2013, entitled “Device, Method, and Graphical User Interface for Displaying Additional Information in Response to a User Contact;” U.S. Provisional Patent Application Serial No. 61/778,191, filed on March 12, 2013, entitled “Device, Method, and Graphical User Interface for Displaying User Interface Objects Corresponding to an Application;” U.S. Provisional Patent Application Serial No. 61/778,211, filed on March 12, 2013, entitled “Device, Method, and Graphical User Interface for Facilitating User Interaction with Controls in a User Interface;” U.S. Provisional Patent Application Serial No. 61/778,239, filed on March 12, 2013, entitled “Device, Method, and Graphical User Interface for Forgoing Generation of Tactile Output for a Multi-Contact Gesture;” U.S. Provisional Patent Application Serial No. 61/778,284, filed on March 12, 2013, entitled “Device, Method, and Graphical User Interface for Providing Tactile Feedback for Operations Performed in a User Interface;” U.S. Provisional

Patent Application Serial No. 61/778,287, filed on March 12, 2013, entitled “Device, Method, and Graphical User Interface for Providing Feedback for Changing Activation States of a User Interface Object;” U.S. Provisional Patent Application Serial No. 61/778,363, filed on March 12, 2013, entitled “Device, Method, and Graphical User Interface for Transitioning between Touch Input to Display Output Relationships;” U.S. Provisional Patent Application Serial No. 61/778,367, filed on March 12, 2013, entitled “Device, Method, and Graphical User Interface for Moving a User Interface Object Based on an Intensity of a Press Input;” U.S. Provisional Patent Application Serial No. 61/778,265, filed on March 12, 2013, entitled “Device, Method, and Graphical User Interface for Transitioning between Display States in Response to a Gesture;” U.S. Provisional Patent Application Serial No. 61/778,373, filed on March 12, 2013, entitled “Device, Method, and Graphical User Interface for Managing Activation of a Control Based on Contact Intensity;” U.S. Provisional Patent Application Serial No. 61/778,412, filed on March 13, 2013, entitled “Device, Method, and Graphical User Interface for Displaying Content Associated with a Corresponding Affordance;” U.S. Provisional Patent Application Serial No. 61/778,413, filed on March 13, 2013, entitled “Device, Method, and Graphical User Interface for Selecting User Interface Objects;” U.S. Provisional Patent Application Serial No. 61/778,414, filed on March 13, 2013, entitled “Device, Method, and Graphical User Interface for Moving and Dropping a User Interface Object;” U.S. Provisional Patent Application Serial No. 61/778,416, filed on March 13, 2013, entitled “Device, Method, and Graphical User Interface for Determining Whether to Scroll or Select Content;” and U.S. Provisional Patent Application Serial No. 61/778,418, filed on March 13, 2013, entitled “Device, Method, and Graphical User Interface for Switching between User Interfaces,” which are incorporated herein by reference in their entirety.

**[0003]** This application is also related to the following: U.S. Provisional Patent Application Serial No. 61/645,033, filed on May 9, 2012, entitled “Adaptive Haptic Feedback for Electronic Devices;” U.S. Provisional Patent Application Serial No. 61/665,603, filed on June 28, 2012, entitled “Adaptive Haptic Feedback for Electronic Devices;” and U.S. Provisional Patent Application Serial No. 61/681,098, filed on August 8, 2012, entitled “Adaptive Haptic Feedback for Electronic Devices,” which are incorporated herein by reference in their entirety.

## TECHNICAL FIELD

[0004] This relates generally to electronic devices with touch-sensitive surfaces, including but not limited to electronic devices with touch-sensitive surfaces that detect inputs for manipulating user interfaces.

## BACKGROUND

[0005] 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.

[0006] Exemplary manipulations include adjusting the position and/or size of one or more user interface objects or activating buttons or opening files/applications represented by user interface objects, as well as associating metadata with one or more user interface objects or otherwise manipulating user interfaces. Exemplary user interface objects include digital images, video, text, icons, control elements such as buttons and other graphics. A user will, in some circumstances, need to perform such manipulations on user interface objects in a file management program (e.g., Finder from Apple Inc. of Cupertino, California), an image management application (e.g., Aperture or iPhoto from Apple Inc. of Cupertino, California), a digital content (e.g., videos and music) management application (e.g., iTunes from Apple Inc. of Cupertino, California), a drawing application, a presentation application (e.g., Keynote from Apple Inc. of Cupertino, California), a word processing application (e.g., Pages from Apple Inc. of Cupertino, California), a website creation application (e.g., iWeb from Apple Inc. of Cupertino, California), a disk authoring application (e.g., iDVD from Apple Inc. of Cupertino, California), or a spreadsheet application (e.g., Numbers from Apple Inc. of Cupertino, California).

[0007] But existing methods for performing these manipulations are cumbersome and inefficient. In addition, existing methods take longer than necessary, thereby wasting energy. This latter consideration is particularly important in battery-operated devices.

## SUMMARY

[0008] Accordingly, there is a need for electronic devices with faster, more efficient methods and interfaces for manipulating user interfaces. Such methods and interfaces optionally complement or replace conventional methods for manipulating user interfaces.

Such methods and interfaces reduce the cognitive burden on a user and produce a more efficient human-machine interface. For battery-operated devices, such methods and interfaces conserve power and increase the time between battery charges.

**[0009]** The above deficiencies and other problems associated with user interfaces for electronic devices with touch-sensitive surfaces are reduced or eliminated by the disclosed devices. In some embodiments, the device is a desktop computer. 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 optionally 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 are, optionally, included in a non-transitory computer readable storage medium or other computer program product configured for execution by one or more processors.

**[0010]** There is a need for electronic devices with faster, more efficient methods and interfaces for aligning user interface objects. Such methods and interfaces may complement or replace conventional methods for aligning user interface objects. Such methods and interfaces reduce the cognitive burden on a user and produce a more efficient human-machine interface. For battery-operated devices, such methods and interfaces conserve power and increase the time between battery charges.

**[0011]** In accordance with some embodiments, a method is performed at an electronic device with a display, a touch-sensitive surface and one or more sensors to detect intensity of contacts with the touch-sensitive surface. The method includes: displaying a plurality of user interface objects on the display; detecting selection of a first user interface object; detecting a gesture that includes movement of a contact across the touch-sensitive surface; and moving the first user interface object on the display within a predefined distance of a second user interface object in accordance with movement of the contact across the touch-sensitive

surface. The method further includes, in response to movement of the first user interface object within the predefined distance of the second user interface object: in accordance with a determination that the gesture meets predefined intensity criteria, performing a first device-generated alignment operation, where the first device-generated alignment operation includes moving the second user interface object into alignment with the first user interface object by adjusting a position of the second user interface object with respect to a current position of the first user interface object on the display; and in accordance with a determination that the gesture does not meet the predefined intensity criteria, performing a second device-generated alignment operation, where the second device-generated alignment operation includes moving the first user interface object into alignment with the second user interface object by adjusting a position of the first user interface object with respect to a current position of the second user interface object on the display.

**[0012]** In accordance with some embodiments, an electronic device includes a display unit configured to display a plurality of user interface objects; a touch-sensitive surface unit configured to detect a gesture that includes movement of a contact across the touch-sensitive surface unit; one or more sensor units configured to detect intensity of contacts with the touch-sensitive surface unit; and a processing unit coupled to the display unit, the touch-sensitive surface unit, and the one or more sensor units. The processing unit is configured to detect selection of a first user interface object; detect a gesture including movement of a contact across the touch-sensitive surface unit; move the first user interface object on the display unit within a predefined distance of a second user interface object in accordance with movement of the contact across the touch-sensitive surface unit. The processing unit is further configured to, in response to movement of the first user interface object within the predefined distance of the second user interface object: in accordance with a determination that the gesture meets predefined intensity criteria, perform a first device-generated alignment operation, where the first device-generated alignment operation includes moving the second user interface object into alignment with the first user interface object by adjusting a position of the second user interface object with respect to a current position of the first user interface object on the display unit; and in accordance with a determination that the gesture does not meet the predefined intensity criteria, perform a second device-generated alignment operation, where the second device-generated alignment operation includes moving the first user interface object into alignment with the second user interface object by adjusting a

position of the first user interface object with respect to a current position of the second user interface object on the display unit.

**[0013]** Thus, electronic devices with displays, touch-sensitive surfaces and one or more sensors to detect intensity of contacts with the touch-sensitive surface are provided with faster, more efficient methods and interfaces for aligning user interface objects, thereby increasing the effectiveness, efficiency, and user satisfaction with such devices.

**[0014]** There is a need for electronic devices with faster, more efficient methods and interfaces for selecting objects within a group of objects. Such methods and interfaces may complement or replace conventional methods for selecting objects within a group of objects. Such methods and interfaces reduce the cognitive burden on a user and produce a more efficient human-machine interface. For battery-operated devices, such methods and interfaces conserve power and increase the time between battery charges.

**[0015]** In accordance with some embodiments, a method is performed at an electronic device with a display, a touch-sensitive surface and one or more sensors to detect intensity of contacts with the touch-sensitive surface. The method includes: displaying a plurality of user interface objects on the display, where two or more of the user interface objects are grouped together in a group of objects and one or more other objects of the plurality of user interface objects are not in the group of objects; detecting a first gesture that includes a first press input corresponding to a first contact, where the first press input is detected at a location on the touch-sensitive surface that corresponds to a respective object in the group of objects; and in response to detecting the first gesture, selecting one or more of the plurality of objects as a set of selected objects. Selecting the set of selected objects includes: in accordance with a determination that the first press input had a maximum intensity below a first intensity threshold, selecting the set of selected objects so as to include the objects in the group of objects and exclude the one or more other objects that are not in the group of objects; and in accordance with a determination that the first press input had an intensity above the first intensity threshold, selecting the set of selected objects so as to include the respective object and exclude: one or more objects in the group of objects and the one or more other objects that are not in the group of objects.

**[0016]** In accordance with some embodiments, an electronic device includes a display unit configured to display a plurality of user interface objects, wherein two or more of the user interface objects are grouped together in a group of objects and one or more other

objects of the plurality of user interface objects are not in the group of objects; a touch-sensitive surface unit configured to receive gestures; one or more sensor unit configured to detect intensity of contacts with the touch-sensitive surface unit; and a processing unit coupled to the display unit, the touch-sensitive surface unit, and the sensor units. The processing unit is configured to: detect a first gesture that includes a first press input corresponding to a first contact, where the first press input is detected at a location on the touch-sensitive surface that corresponds to a respective object in the group of objects; and in response to detecting the first gesture, select one or more of the plurality of objects as a set of selected objects. Selecting the set of selected objects includes: in accordance with a determination that the first press input had a maximum intensity below a first intensity threshold, selecting the set of selected objects so as to include the objects in the group of objects and exclude the one or more other objects that are not in the group of objects; and in accordance with a determination that the first press input had an intensity above the first intensity threshold, selecting the set of selected objects so as to include the respective object and exclude one or more objects in the group of objects and the one or more other objects that are not in the group of objects.

**[0017]** Thus, electronic devices with displays, touch-sensitive surfaces and one or more sensors to detect intensity of contacts with the touch-sensitive surface are provided with faster, more efficient methods and interfaces for selecting objects within a group of objects, thereby increasing the effectiveness, efficiency, and user satisfaction with such devices. Such methods and interfaces may complement or replace conventional methods for selecting objects within a group of objects.

**[0018]** There is a need for electronic devices with faster, more efficient methods and interfaces for changing a distance between user interface objects. Such methods and interfaces may complement or replace conventional methods for changing a distance between user interface objects. Such methods and interfaces reduce the cognitive burden on a user and produce a more efficient human-machine interface. For battery-operated devices, such methods and interfaces conserve power and increase the time between battery charges.

**[0019]** In accordance with some embodiments, a method is performed at an electronic device with a display, a touch-sensitive surface and one or more sensors to detect intensity of contacts with the touch-sensitive surface. The method includes: displaying a plurality of user interface objects on the display, where the plurality of user interface objects include a first user interface object and a second user interface object; and while a focus selector is at a

location on the display corresponding to the first user interface object, detecting a gesture that includes an increase in intensity of a contact on the touch-sensitive surface. The method further includes, in response to detecting the gesture, changing a distance between the first user interface object and the second user interface object in accordance with an intensity of the contact on the touch-sensitive surface.

**[0020]** In accordance with some embodiments, an electronic device includes a display unit configured to display a plurality of user interface objects on the display unit, where the plurality of user interface objects include a first user interface object and a second user interface object; and a processing unit coupled to the display unit; a touch-sensitive surface unit configured to receive contacts; one or more sensor units configured to detect intensity of contacts with the touch-sensitive surface unit; and a processing unit coupled to the display unit, the touch-sensitive surface unit, and the sensor units. The processing unit is configured to: while a focus selector is at a location on the display unit corresponding to the first user interface object, detect a gesture that includes an increase in intensity of a contact on the touch-sensitive surface unit; and in response to detecting the gesture, change a distance between the first user interface object and the second user interface object in accordance with an intensity of the contact on the touch-sensitive surface unit.

**[0021]** Thus, electronic devices with displays, touch-sensitive surfaces and one or more sensors to detect intensity of contacts with the touch-sensitive surface are provided with faster, more efficient methods and interfaces for changing a distance between user interface objects, thereby increasing the effectiveness, efficiency, and user satisfaction with such devices. Such methods and interfaces may complement or replace conventional methods for changing a distance between user interface objects.

**[0022]** In accordance with some embodiments, an electronic device includes a display, a touch-sensitive surface, optionally one or more sensors to detect intensity of contacts with the 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 and the one or more programs include instructions for performing the operations of any of the methods referred to in paragraph [0044]. In accordance with some embodiments, a graphical user interface on an electronic device with a display, a touch-sensitive surface, optionally one or more sensors to detect intensity of contacts with the touch-sensitive surface, a memory, and one or more processors to execute one or more programs stored in the memory includes one or more of the elements displayed

in any of the methods referred to in paragraph [0044], which are updated in response to inputs, as described in any of the methods referred to in paragraph [0044]. In accordance with some embodiments, a computer readable storage medium has stored therein instructions which when executed by an electronic device with a display, a touch-sensitive surface, and optionally one or more sensors to detect intensity of contacts with the touch-sensitive surface, cause the device to perform the operations of any of the methods referred to in paragraph [0044]. In accordance with some embodiments, an electronic device includes: a display, a touch-sensitive surface, and optionally one or more sensors to detect intensity of contacts with the touch-sensitive surface; and means for performing the operations of any of the methods referred to in paragraph [0044]. In accordance with some embodiments, an information processing apparatus, for use in an electronic device with a display and a touch-sensitive surface, optionally one or more sensors to detect intensity of contacts with the touch-sensitive surface, includes means for performing the operations of any of the methods referred to in paragraph [0044].

#### BRIEF DESCRIPTION OF THE DRAWINGS

**[0023]** For a better understanding of the various described embodiments, 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.

**[0024]** Figure 1A is a block diagram illustrating a portable multifunction device with a touch-sensitive display in accordance with some embodiments.

**[0025]** Figure 1B is a block diagram illustrating exemplary components for event handling in accordance with some embodiments.

**[0026]** Figure 2 illustrates a portable multifunction device having a touch screen in accordance with some embodiments.

**[0027]** Figure 3 is a block diagram of an exemplary multifunction device with a display and a touch-sensitive surface in accordance with some embodiments.

**[0028]** Figure 4A illustrates an exemplary user interface for a menu of applications on a portable multifunction device in accordance with some embodiments.

[0029] Figure 4B 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.

[0030] Figures 5A-5N illustrate exemplary user interfaces for moving user interface objects into alignment with respect to one another in accordance with some embodiments.

[0031] Figures 6A-6F graphically illustrate activation of the first or second device-generated alignment operation, respectively, in accordance with some embodiments.

[0032] Figures 7A-7C are flow diagrams illustrating a method for moving user interface objects into alignment with respect to one another in accordance with some embodiments.

[0033] Figure 8 is a functional block diagram of an electronic device in accordance with some embodiments.

[0034] Figures 9A-9Y illustrate exemplary user interfaces for selecting objects within a group of objects in accordance with some embodiments.

[0035] Figures 10A-10D are flow diagrams illustrating a method of selecting objects within a group of objects in accordance with some embodiments.

[0036] Figure 11 is a functional block diagram of an electronic device in accordance with some embodiments.

[0037] Figures 12A-12I illustrate exemplary user interfaces for changing a distance between user interface objects in accordance with some embodiments.

[0038] Figures 13A-13C are flow diagrams illustrating a method of changing a distance between user interface objects in accordance with some embodiments.

[0039] Figure 14 is a functional block diagram of an electronic device in accordance with some embodiments.

## DESCRIPTION OF EMBODIMENTS

[0040] The methods, devices and GUIs described herein provide visual and/or haptic feedback that makes manipulation of user interface objects more efficient and intuitive for a user. For example, in a system where the clicking action of a trackpad is decoupled from the contact intensity (e.g., contact force, contact pressure, or a substitute therefore) that is needed to reach an activation threshold, the device can generate different tactile outputs (e.g.,

“different clicks”) for different activation events (e.g., so that clicks that accomplish a particular result are differentiated from clicks that do not produce any result or that accomplish a different result from the particular result). Additionally, tactile outputs can be generated in response to other events that are not related to increasing intensity of a contact, such as generating a tactile output (e.g., a “detent”) when a user interface object is moved to a particular position, boundary or orientation, or when an event occurs at the device.

**[0041]** Additionally, in a system where a trackpad or touch-screen display is sensitive to a range of contact intensity that includes more than one or two specific intensity values (e.g., more than a simple on/off, binary intensity determination), the user interface can provide responses (e.g., visual or tactile cues) that are indicative of the intensity of the contact within the range. In some implementations, a pre-activation-threshold response and/or a post-activation-threshold response to an input are displayed as continuous animations. As one example of such a response, a preview of an operation is displayed in response to detecting an increase in contact intensity that is still below an activation threshold for performing the operation. As another example of such a response, an animation associated with an operation continues even after the activation threshold for the operation has been reached. Both of these examples provide a user with a continuous response to the force or pressure of a user’s contact, which provides a user with visual and/or haptic feedback that is richer and more intuitive. More specifically, such continuous force responses give the user the experience of being able to press lightly to preview an operation and/or press deeply to push “past” or “through” a predefined user interface state corresponding to the operation.

**[0042]** Additionally, for a device with a touch-sensitive surface that is sensitive to a range of contact intensity, multiple contact intensity thresholds can be monitored by the device and different functions can be mapped to different contact intensity thresholds. This serves to increase the available “gesture space” providing easy access to advanced features for users who know that increasing the intensity of a contact at or beyond a second “deep press” intensity threshold will cause the device to perform a different operation from an operation that would be performed if the intensity of the contact is between a first “activation” intensity threshold and the second “deep press” intensity threshold. An advantage of assigning additional functionality to a second “deep press” intensity threshold while maintaining familiar functionality at a first “activation” intensity threshold is that inexperienced users who are, in some circumstances, confused by the additional functionality can use the familiar functionality by just applying an intensity up to the first “activation”

intensity threshold, whereas more experienced users can take advantage of the additional functionality by applying an intensity at the second “deep press” intensity threshold.

**[0043]** Additionally, for a device with a touch-sensitive surface that is sensitive to a range of contact intensity, the device can provide additional functionality by allowing users to perform complex operations with a single continuous contact. For example, when selecting a group of objects, a user can move a continuous contact around the touch-sensitive surface and can press while dragging (e.g., applying an intensity greater than a “deep press” intensity threshold) to add additional elements to a selection. In this way, a user can intuitively interact with a user interface where pressing harder with a contact causes objects in the user interface to be “stickier.”

**[0044]** A number of different approaches to providing an intuitive user interface on a device where a clicking action is decoupled from the force that is needed to reach an activation threshold and/or the device is sensitive to a wide range of contact intensities are described below. Using one or more of these approaches (optionally in conjunction with each other) helps to provide a user interface that intuitively provides users with additional information and functionality, thereby reducing the user’s cognitive burden and improving the human-machine interface. Such improvements in the human-machine interface enable users to use the device faster and more efficiently. For battery-operated devices, these improvements conserve power and increase the time between battery charges. For ease of explanation, systems, methods and user interfaces for including illustrative examples of some of these approaches are described below, as follows:

- Many electronic devices use graphical user interfaces to display electronic documents. There is often a need to manipulate the position of one or more user interface objects with respect to the position of a different user interface object. The embodiments described below address this problem by providing devices that quickly, efficiently, and intuitively use different types of alignment modes, depending on the intensity (e.g., pressure) applied by a finger contact during an alignment gesture. In particular, Figures 5A-5N illustrate exemplary user interfaces for aligning user interface objects. Figures 6A-6F are diagrams illustrating a change in intensity of a contact over time while aligning user interface objects. Figures 7A-7C are flow diagrams illustrating a method of aligning user interface objects. The user interfaces in Figures 5A-5N and diagrams in Figures 6A-6F are used to illustrate the processes in Figures 7A-7C.

- In some applications, a user optionally groups objects into groups and sub-groups, and select one or more objects for manipulation. However, in some circumstances, the process of selecting an object within a group of objects includes multiple steps to separately navigate through the groupings and sub-groupings of objects and then select a particular object in the group of objects. This multi-step process can be confusing and time consuming for the user. The embodiments described below provide methods for using the intensity of the input on a touch-sensitive surface to determine whether to select a group of objects or a sub-group of objects, thereby enabling the user to quickly, efficiently, and intuitively select objects or sub-groups of objects that are part of a group of objects. In particular, 9A-9Y illustrate exemplary user interfaces for selecting objects within a group of objects. Figures 10A-10D are flow diagrams illustrating a method of selecting objects within a group of objects. The user interfaces in Figures 9A-9Y are used to illustrate the processes in Figures 10A-10D.
- Many electronic devices have a graphical interface in which user interface objects move closer, or further apart, in response to a user input on a separate object spacing control or by separately repositioning objects using multiple separate inputs. The embodiments below provide methods for quickly, efficiently, and intuitively changing the distance between two user interface objects in accordance with an intensity of a contact on the touch-sensitive surface, while a focus selector over one of the user interface objects. In particular, Figures 12A-12I illustrate exemplary user interfaces for changing a distance between user interface objects. Figures 13A-13C are flow diagrams illustrating a method of changing a distance between user interface objects. The user interfaces in Figures 12A-12I are used to illustrate the processes illustrated in Figures 13A-13C.

#### EXEMPLARY DEVICES

[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 various described embodiments. However, it will be apparent to one of ordinary skill in the art that the various described embodiments 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. are, in some instances, 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 various described embodiments. 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 various described embodiments herein is for the purpose of describing particular embodiments only and is not intended to be limiting. As used in the description of the various described embodiments 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" is, optionally, 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" is, optionally, 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]** Embodiments of electronic devices, user interfaces for such devices, and associated processes for using such devices are described. In some embodiments, the 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®, iPod Touch®, and iPad® devices from Apple Inc. of Cupertino, California. Other portable electronic devices, such as

laptops or tablet computers with touch-sensitive surfaces (e.g., touch screen displays and/or touch pads), are, optionally, 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).

**[0050]** In the discussion that follows, an electronic device that includes a display and a touch-sensitive surface is described. It should be understood, however, that the electronic device optionally includes one or more other physical user-interface devices, such as a physical keyboard, a mouse and/or a joystick.

**[0051]** The device typically 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.

**[0052]** The various applications that are executed on the device optionally use at least one common physical user-interface 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 are, optionally, 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 optionally supports the variety of applications with user interfaces that are intuitive and transparent to the user.

**[0053]** Attention is now directed toward embodiments of portable devices with touch-sensitive displays. Figure 1A is a block diagram illustrating portable multifunction device 100 with touch-sensitive displays 112 in accordance with some embodiments. Touch-sensitive display 112 is sometimes called a "touch screen" for convenience, and is sometimes known as or called a touch-sensitive display system. Device 100 includes memory 102 (which optionally includes 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

optionally includes one or more optical sensors 164. Device 100 optionally includes one or more intensity sensors 165 for detecting intensity of contacts on device 100 (e.g., a touch-sensitive surface such as touch-sensitive display system 112 of device 100). Device 100 optionally includes one or more tactile output generators 167 for generating tactile outputs on device 100 (e.g., generating tactile outputs on a touch-sensitive surface such as touch-sensitive display system 112 of device 100 or touchpad 355 of device 300). These components optionally communicate over one or more communication buses or signal lines 103.

**[0054]** As used in the specification and claims, the term “intensity” of a contact on a touch-sensitive surface refers to the force or pressure (force per unit area) of a contact (e.g., a finger contact) on the touch sensitive surface, or to a substitute (proxy) for the force or pressure of a contact on the touch sensitive surface. The intensity of a contact has a range of values that includes at least four distinct values and more typically includes hundreds of distinct values (e.g., at least 256). Intensity of a contact is, optionally, determined (or measured) using various approaches and various sensors or combinations of sensors. For example, one or more force sensors underneath or adjacent to the touch-sensitive surface are, optionally, used to measure force at various points on the touch-sensitive surface. In some implementations, force measurements from multiple force sensors are combined (e.g., a weighted average) to determine an estimated force of a contact. Similarly, a pressure-sensitive tip of a stylus is, optionally, used to determine a pressure of the stylus on the touch-sensitive surface. Alternatively, the size of the contact area detected on the touch-sensitive surface and/or changes thereto, the capacitance of the touch-sensitive surface proximate to the contact and/or changes thereto, and/or the resistance of the touch-sensitive surface proximate to the contact and/or changes thereto are, optionally, used as a substitute for the force or pressure of the contact on the touch-sensitive surface. In some implementations, the substitute measurements for contact force or pressure are used directly to determine whether an intensity threshold has been exceeded (e.g., the intensity threshold is described in units corresponding to the substitute measurements). In some implementations, the substitute measurements for contact force or pressure are converted to an estimated force or pressure and the estimated force or pressure is used to determine whether an intensity threshold has been exceeded (e.g., the intensity threshold is a pressure threshold measured in units of pressure).

**[0055]** As used in the specification and claims, the term “tactile output” refers to physical displacement of a device relative to a previous position of the device, physical displacement of a component (e.g., a touch-sensitive surface) of a device relative to another component (e.g., housing) of the device, or displacement of the component relative to a center of mass of the device that will be detected by a user with the user’s sense of touch. For example, in situations where the device or the component of the device is in contact with a surface of a user that is sensitive to touch (e.g., a finger, palm, or other part of a user’s hand), the tactile output generated by the physical displacement will be interpreted by the user as a tactile sensation corresponding to a perceived change in physical characteristics of the device or the component of the device. For example, movement of a touch-sensitive surface (e.g., a touch-sensitive display or trackpad) is, optionally, interpreted by the user as a “down click” or “up click” of a physical actuator button. In some cases, a user will feel a tactile sensation such as an “down click” or “up click” even when there is no movement of a physical actuator button associated with the touch-sensitive surface that is physically pressed (e.g., displaced) by the user’s movements. As another example, movement of the touch-sensitive surface is, optionally, interpreted or sensed by the user as “roughness” of the touch-sensitive surface, even when there is no change in smoothness of the touch-sensitive surface. While such interpretations of touch by a user will be subject to the individualized sensory perceptions of the user, there are many sensory perceptions of touch that are common to a large majority of users. Thus, when a tactile output is described as corresponding to a particular sensory perception of a user (e.g., an “up click,” a “down click,” “roughness”), unless otherwise stated, the generated tactile output corresponds to physical displacement of the device or a component thereof that will generate the described sensory perception for a typical (or average) user.

**[0056]** It should be appreciated that device 100 is only one example of a portable multifunction device, and that device 100 optionally has more or fewer components than shown, optionally combines two or more components, or optionally has a different configuration or arrangement of the components. The various components shown in Figure 1A are implemented in hardware, software, or a combination of both hardware and software, including one or more signal processing and/or application specific integrated circuits.

**[0057]** Memory 102 optionally includes high-speed random access memory and optionally also includes 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, is, optionally, controlled by memory controller 122.

**[0058]** 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.

**[0059]** In some embodiments, peripherals interface 118, CPU 120, and memory controller 122 are, optionally, implemented on a single chip, such as chip 104. In some other embodiments, they are, optionally, implemented on separate chips.

**[0060]** 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 optionally includes 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 optionally communicates 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 optionally uses 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), high-speed uplink packet access (HSUPA), Evolution, Data-Only (EV-DO), HSPA, HSPA+, Dual-Cell HSPA (DC-HSPDA), long term evolution (LTE), near field communication (NFC), 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 802.11g 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.

**[0061]** 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 is, optionally, 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, Figure 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).

**[0062]** 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 optionally includes display controller 156, optical sensor controller 158, intensity sensor controller 159, haptic feedback controller 161 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 optionally 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 are, optionally, 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, Figure 2) optionally include an up/down button for volume control of speaker 111 and/or microphone 113. The one or more buttons optionally include a push button (e.g., 206, Figure 2).

**[0063]** 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 optionally includes graphics, text, icons, video, and any combination thereof (collectively termed "graphics"). In some embodiments, some or all of the visual output corresponds to user-interface objects.

[0064] 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.

[0065] Touch screen 112 optionally uses LCD (liquid crystal display) technology, LPD (light emitting polymer display) technology, or LED (light emitting diode) technology, although other display technologies are used in other embodiments. Touch screen 112 and display controller 156 optionally 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®, iPod Touch®, and iPad® from Apple Inc. of Cupertino, California.

[0066] Touch screen 112 optionally has a video resolution in excess of 100 dpi. In some embodiments, the touch screen has a video resolution of approximately 160 dpi. The user optionally makes 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.

[0067] In some embodiments, in addition to the touch screen, device 100 optionally includes 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 is, optionally, a touch-sensitive surface that is separate from touch screen 112 or an extension of the touch-sensitive surface formed by the touch screen.

[0068] Device 100 also includes power system 162 for powering the various components. Power system 162 optionally includes 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.

[0069] Device 100 optionally also includes one or more optical sensors 164. Figure 1A shows an optical sensor coupled to optical sensor controller 158 in I/O subsystem 106. Optical sensor 164 optionally includes 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 optionally captures 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 is enabled for use as a viewfinder for still and/or video image acquisition. In some embodiments, another optical sensor is located on the front of the device so that the user's image is, optionally, obtained for videoconferencing while the user views the other video conference participants on the touch screen display.

[0070] Device 100 optionally also includes one or more contact intensity sensors 165. Figure 1A shows a contact intensity sensor coupled to intensity sensor controller 159 in I/O subsystem 106. Contact intensity sensor 165 optionally includes one or more piezoresistive strain gauges, capacitive force sensors, electric force sensors, piezoelectric force sensors, optical force sensors, capacitive touch-sensitive surfaces, or other intensity sensors (e.g., sensors used to measure the force (or pressure) of a contact on a touch-sensitive surface). Contact intensity sensor 165 receives contact intensity information (e.g., pressure information or a proxy for pressure information) from the environment. In some embodiments, at least one contact intensity sensor is collocated with, or proximate to, a touch-sensitive surface (e.g., touch-sensitive display system 112). In some embodiments, at least one contact intensity sensor is located on the back of device 100, opposite touch screen display 112 which is located on the front of device 100.

[0071] Device 100 optionally also includes one or more proximity sensors 166. Figure 1A shows proximity sensor 166 coupled to peripherals interface 118. Alternately,

proximity sensor 166 is coupled to input controller 160 in I/O subsystem 106. 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).

**[0072]** Device 100 optionally also includes one or more tactile output generators 167. Figure 1A shows a tactile output generator coupled to haptic feedback controller 161 in I/O subsystem 106. Tactile output generator 167 optionally includes one or more electroacoustic devices such as speakers or other audio components and/or electromechanical devices that convert energy into linear motion such as a motor, solenoid, electroactive polymer, piezoelectric actuator, electrostatic actuator, or other tactile output generating component (e.g., a component that converts electrical signals into tactile outputs on the device). Contact intensity sensor 165 receives tactile feedback generation instructions from haptic feedback module 133 and generates tactile outputs on device 100 that are capable of being sensed by a user of device 100. In some embodiments, at least one tactile output generator is collocated with, or proximate to, a touch-sensitive surface (e.g., touch-sensitive display system 112) and, optionally, generates a tactile output by moving the touch-sensitive surface vertically (e.g., in/out of a surface of device 100) or laterally (e.g., back and forth in the same plane as a surface of device 100). In some embodiments, at least one tactile output generator sensor is located on the back of device 100, opposite touch screen display 112 which is located on the front of device 100.

**[0073]** Device 100 optionally also includes one or more accelerometers 168. Figure 1A shows accelerometer 168 coupled to peripherals interface 118. Alternately, accelerometer 168 is, optionally, coupled to an input controller 160 in I/O subsystem 106. 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.

**[0074]** 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 Figures 1A 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.

[0075] 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.

[0076] 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.

[0077] Contact/motion module 130 optionally detects 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 an intensity of the contact (e.g., the force or pressure of the contact or a substitute for the force or pressure of the contact) 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, optionally includes determining speed (magnitude), velocity (magnitude and direction), and/or an acceleration (a change in magnitude and/or direction) of the point of

contact. These operations are, optionally, 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 detect contact on a touchpad.

**[0078]** In some embodiments, contact/motion module 130 uses a set of one or more intensity thresholds to determine whether an operation has been performed by a user (e.g., to determine whether a user has "clicked" on an icon). In some embodiments at least a subset of the intensity thresholds are determined in accordance with software parameters (e.g., the intensity thresholds are not determined by the activation thresholds of particular physical actuators and can be adjusted without changing the physical hardware of device 100). For example, a mouse "click" threshold of a trackpad or touch screen display can be set to any of a large range of predefined thresholds values without changing the trackpad or touch screen display hardware. Additionally, in some implementations a user of the device is provided with software settings for adjusting one or more of the set of intensity thresholds (e.g., by adjusting individual intensity thresholds and/or by adjusting a plurality of intensity thresholds at once with a system-level click "intensity" parameter).

**[0079]** Contact/motion module 130 optionally detects a gesture input by a user. Different gestures on the touch-sensitive surface have different contact patterns and intensities. Thus, a gesture is, optionally, 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.

**[0080]** 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 visual impact (e.g., brightness, transparency, saturation, contrast or other visual property) 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.

**[0081]** In some embodiments, graphics module 132 stores data representing graphics to be used. Each graphic is, optionally, 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.

**[0082]** Haptic feedback module 133 includes various software components for generating instructions used by tactile output generator(s) 167 to produce tactile outputs at one or more locations on device 100 in response to user interactions with device 100.

**[0083]** Text input module 134, which is, optionally, 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 optionally include the following modules (or sets of instructions), or a subset or superset thereof:

- contacts module 137 (sometimes called an address book or contact list);
- telephone module 138;
- video conferencing module 139;
- e-mail client module 140;
- instant messaging (IM) module 141;
- workout support module 142;
- camera module 143 for still and/or video images;
- image management module 144;
- browser module 147;
- calendar module 148;
- widget modules 149, which optionally 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;

- widget creator module 150 for making user-created widgets 149-6;
- search module 151;
- video and music player module 152, which is, optionally, made up of a video player module and a music player module;
- notes module 153;
- map module 154; and/or
- online video module 155.

**[0086]** Examples of other applications 136 that are, optionally, 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.

**[0087]** In conjunction with touch screen 112, display controller 156, contact module 130, graphics module 132, and text input module 134, contacts module 137 are, optionally, 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.

**[0088]** 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 are, optionally, 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 optionally uses any of a plurality of communications standards, protocols and technologies.

**[0089]** 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.

**[0090]** 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.

**[0091]** 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 optionally 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).

**[0092]** 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.

[0093] 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.

[0094] 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.

[0095] 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.

[0096] 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.

[0097] 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 are, optionally, 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).

[0098] 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 are, optionally, used by a user to create widgets (e.g., turning a user-specified portion of a web page into a widget).

**[0099]** 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.

**[00100]** 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, video and music player module 152 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, and 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). In some embodiments, device 100 optionally includes the functionality of an MP3 player, such as an iPod (trademark of Apple Inc.).

**[00101]** 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.

**[00102]** 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 are, optionally, 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.

**[00103]** 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.

**[00104]** 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 are, optionally, combined or otherwise re-arranged in various embodiments. In some embodiments, memory 102 optionally stores a subset of the modules and data structures identified above. Furthermore, memory 102 optionally stores additional modules and data structures not described above.

**[00105]** 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 is, optionally, reduced.

**[00106]** The predefined set of functions that are performed exclusively through a touch screen and/or a touchpad optionally 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 is displayed on device 100. In such embodiments, a “menu button” is implemented using a touchpad. In some other embodiments, the menu button is a physical push button or other physical input control device instead of a touchpad.

**[00107]** Figure 1B is a block diagram illustrating exemplary components for event handling in accordance with some embodiments. In some embodiments, memory 102 (in Figures 1A) or 370 (Figure 3) includes event sorter 170 (e.g., in operating system 126) and a respective application 136-1 (e.g., any of the aforementioned applications 137-13, 155, 380-390).

**[00108]** 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.

**[00109]** 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.

**[00110]** 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.

**[00111]** 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).

**[00112]** In some embodiments, event sorter 170 also includes a hit view determination module 172 and/or an active event recognizer determination module 173.

**[00113]** 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.

**[00114]** 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 optionally 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 is, optionally, called the hit view, and the set of events that are recognized as proper inputs are, optionally, determined based, at least in part, on the hit view of the initial touch that begins a touch-based gesture.

**[00115]** 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.

**[00116]** 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.

**[00117]** 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.

**[00118]** 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.

**[00119]** 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 optionally utilizes or calls 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.

**[00120]** 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 optionally include sub-event delivery instructions).

**[00121]** 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 optionally also includes 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.

**[00122]** 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.

**[00123]** 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.

**[00124]** 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.

**[00125]** 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.

**[00126]** 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 interact, or are enabled to 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.

**[00127]** 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 recognized. 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.

**[00128]** 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.

**[00129]** 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.

**[00130]** 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.

**[00131]** 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. For example, mouse movement and mouse button presses, optionally coordinated with single or multiple keyboard presses or holds; contact movements such as 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 are optionally utilized as inputs corresponding to sub-events which define an event to be recognized.

**[00132]** Figure 2 illustrates a portable multifunction device 100 having a touch screen 112 in accordance with some embodiments. The touch screen optionally displays one or more graphics within user interface (UI) 200. In this embodiment, as well as others described below, a user is enabled to select one or more of the graphics by making a gesture on 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 gesture optionally includes 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 implementations or circumstances, inadvertent contact with a graphic does not select the graphic. For example, a swipe gesture that sweeps over an application icon optionally does not select the corresponding application when the gesture corresponding to selection is a tap.

**[00133]** Device 100 optionally also includes one or more physical buttons, such as "home" or menu button 204. As described previously, menu button 204 is, optionally, used to navigate to any application 136 in a set of applications that are, optionally 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.

**[00134]** 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 is, optionally, 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 accepts verbal input for activation or deactivation of some functions through microphone 113. Device 100 also, optionally, includes one or more contact intensity sensors 165 for detecting intensity of contacts on touch screen 112 and/or one or more tactile output generators 167 for generating tactile outputs for a user of device 100.

**[00135]** Figure 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 optionally 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 optionally includes a keyboard and/or mouse (or other pointing device) 350 and touchpad 355, tactile output generator 357 for generating tactile outputs on device 300 (e.g., similar to tactile output generator(s) 167 described above with reference to Figure 1A), sensors 359 (e.g., optical, acceleration, proximity, touch-sensitive, and/or contact intensity sensors similar to contact intensity sensor(s) 165 described above with reference to Figure 1A). Memory 370 includes high-speed random access memory, such as DRAM, SRAM, DDR RAM or other random access solid state memory devices; and optionally includes 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 optionally includes 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 (Figure 1A), or a subset thereof. Furthermore, memory 370 optionally stores

additional programs, modules, and data structures not present in memory 102 of portable multifunction device 100. For example, memory 370 of device 300 optionally stores 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 (Figure 1A) optionally does not store these modules.

**[00136]** Each of the above identified elements in Figure 3 are, optionally, 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 are, optionally, combined or otherwise re-arranged in various embodiments. In some embodiments, memory 370 optionally stores a subset of the modules and data structures identified above. Furthermore, memory 370 optionally stores additional modules and data structures not described above.

**[00137]** Attention is now directed towards embodiments of user interfaces ("UI") that is, optionally, implemented on portable multifunction device 100.

**[00138]** Figure 4A illustrates an exemplary user interface for a menu of applications on portable multifunction device 100 in accordance with some embodiments. Similar user interfaces are, optionally, implemented on device 300. In some embodiments, user interface 400 includes the following elements, or a subset or superset thereof:

- Signal strength indicator(s) 402 for wireless communication(s), such as cellular and Wi-Fi signals;
- Time 404;
- Bluetooth indicator 405;
- Battery status indicator 406;
- Tray 408 with icons for frequently used applications, such as:
  - Icon 416 for telephone module 138, labeled "Phone," which optionally includes an indicator 414 of the number of missed calls or voicemail messages;
  - Icon 418 for e-mail client module 140, labeled "Mail," which optionally includes an indicator 410 of the number of unread e-mails;

- Icon 420 for browser module 147, labeled “Browser;” and
- Icon 422 for video and music player module 152, also referred to as iPod (trademark of Apple Inc.) module 152, labeled “iPod;” and
- Icons for other applications, such as:
  - Icon 424 for IM module 141, labeled “Text;”
  - Icon 426 for calendar module 148, labeled “Calendar;”
  - Icon 428 for image management module 144, labeled “Photos;”
  - Icon 430 for camera module 143, labeled “Camera;”
  - Icon 432 for online video module 155, labeled “Online Video”
  - Icon 434 for stocks widget 149-2, labeled “Stocks;”
  - Icon 436 for map module 154, labeled “Map;”
  - Icon 438 for weather widget 149-1, labeled “Weather;”
  - Icon 440 for alarm clock widget 149-4, labeled “Clock;”
  - Icon 442 for workout support module 142, labeled “Workout Support;”
  - Icon 444 for notes module 153, labeled “Notes;” and
  - Icon 446 for a settings application or module, which provides access to settings for device 100 and its various applications 136.

**[00139]** It should be noted that the icon labels illustrated in Figure 4A are merely exemplary. For example, icon 422 for video and music player module 152 are labeled “Music” or “Music Player.” Other labels are, optionally, used for various application icons. In some embodiments, a label for a respective application icon includes a name of an application corresponding to the respective application icon. In some embodiments, a label for a particular application icon is distinct from a name of an application corresponding to the particular application icon.

**[00140]** Figure 4B illustrates an exemplary user interface on a device (e.g., device 300, Figure 3) with a touch-sensitive surface 451 (e.g., a tablet or touchpad 355, Figure 3) that is separate from the display 450 (e.g., touch screen display 112). Device 300 also, optionally, includes one or more contact intensity sensors (e.g., one or more of sensors 357) for detecting

intensity of contacts on touch-sensitive surface 451 and/or one or more tactile output generators 359 for generating tactile outputs for a user of device 300.

**[00141]** Although some 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 Figure 4B. In some embodiments the touch sensitive surface (e.g., 451 in Figure 4B) has a primary axis (e.g., 452 in Figure 4B) that corresponds to a primary axis (e.g., 453 in Figure 4B) on the display (e.g., 450). In accordance with these embodiments, the device detects contacts (e.g., 460 and 462 in Figure 4B) with the touch-sensitive surface 451 at locations that correspond to respective locations on the display (e.g., in Figure 4B, 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 Figure 4B) are used by the device to manipulate the user interface on the display (e.g., 450 in Figure 4B) of the multifunction device when the touch-sensitive surface is separate from the display. It should be understood that similar methods are, optionally, used for other user interfaces described herein.

**[00142]** 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 is, optionally, 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 is, optionally, 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 are, optionally, used simultaneously, or a mouse and finger contacts are, optionally, used simultaneously.

**[00143]** As used herein, the term “focus selector” refers to an input element that indicates a current part of a user interface with which a user is interacting. In some implementations that include a cursor or other location marker, the cursor acts as a “focus selector,” so that when an input (e.g., a press input) is detected on a touch-sensitive surface (e.g., touchpad 355 in Figure 3 or touch-sensitive surface 451 in Figure 4B) while the cursor is over a particular user interface element (e.g., a button, window, slider or other user

interface element), the particular user interface element is adjusted in accordance with the detected input. In some implementations that include a touch-screen display (e.g., touch-sensitive display system 112 in Figure 1A or touch screen 112 in Figure 4A) that enables direct interaction with user interface elements on the touch-screen display, a detected contact on the touch-screen acts as a “focus selector,” so that when an input (e.g., a press input by the contact) is detected on the touch-screen display at a location of a particular user interface element (e.g., a button, window, slider or other user interface element), the particular user interface element is adjusted in accordance with the detected input. In some implementations focus is moved from one region of a user interface to another region of the user interface without corresponding movement of a cursor or movement of a contact on a touch-screen display (e.g., by using a tab key or arrow keys to move focus from one button to another button); in these implementations, the focus selector moves in accordance with movement of focus between different regions of the user interface. Without regard to the specific form taken by the focus selector, the focus selector is generally the user interface element (or contact on a touch-screen display) that is controlled by the user so as to communicate the user’s intended interaction with the user interface (e.g., by indicating, to the device, the element of the user interface with which the user is intending to interact). For example, the location of a focus selector (e.g., a cursor, a contact or a selection box) over a respective button while a press input is detected on the touch-sensitive surface (e.g., a touchpad or touch screen) will indicate that the user is intending to activate the respective button (as opposed to other user interface elements shown on a display of the device).

**[00144]** The user interface figures described below include various intensity diagrams that show the current intensity of the contact on the touch-sensitive surface relative to one or more intensity thresholds (e.g., a contact detection intensity threshold  $IT_0$ , a light press intensity threshold  $IT_L$ , a deep press intensity threshold  $IT_D$ , and/or one or more other intensity thresholds). This intensity diagram is typically not part of the displayed user interface, but is provided to aid in the interpretation of the figures. In some embodiments, the light press intensity threshold corresponds to an intensity at which the device will perform operations typically associated with clicking a button of a physical mouse or a trackpad. In some embodiments, the deep press intensity threshold corresponds to an intensity at which the device will perform operations that are different from operations typically associated with clicking a button of a physical mouse or a trackpad. In some embodiments, when a contact is detected with an intensity below the light press intensity threshold (e.g., and above a nominal

contact-detection intensity threshold  $IT_0$  below which the contact is no longer detected), the device will move a focus selector in accordance with movement of the contact on the touch-sensitive surface without performing an operation associated with the light press intensity threshold or the deep press intensity threshold. Generally, unless otherwise stated, these intensity thresholds are consistent between different sets of user interface figures.

**[00145]** An increase of intensity of the contact from an intensity below the light press intensity threshold  $IT_L$  to an intensity between the light press intensity threshold  $IT_L$  and the deep press intensity threshold  $IT_D$  is sometimes referred to as a “light press” input. An increase of intensity of the contact from an intensity below the deep press intensity threshold  $IT_D$  to an intensity above the deep press intensity threshold  $IT_D$  is sometimes referred to as a “deep press” input. An increase of intensity of the contact from an intensity below the contact-detection intensity threshold  $IT_0$  to an intensity between the contact-detection intensity threshold  $IT_0$  and the light press intensity threshold  $IT_L$  is sometimes referred to as detecting the contact on the touch-surface. A decrease of intensity of the contact from an intensity above the contact-detection intensity threshold  $IT_0$  to an intensity below the contact intensity threshold  $IT_0$  is sometimes referred to as detecting liftoff of the contact from the touch-surface. In some embodiments  $IT_0$  is zero. In some embodiments  $IT_0$  is greater than zero. In some illustrations a shaded circle or oval is used to represent intensity of a contact on the touch-sensitive surface. In some illustrations a circle or oval without shading is used to represent a respective contact on the touch-sensitive surface without specifying the intensity of the respective contact.

**[00146]** In some embodiments described herein, one or more operations are performed in response to detecting a gesture that includes a respective press input or in response to detecting the respective press input performed with a respective contact (or a plurality of contacts), where the respective press input is detected based at least in part on detecting an increase in intensity of the contact (or plurality of contacts) above a press-input intensity threshold. In some embodiments, the respective operation is performed in response to detecting the increase in intensity of the respective contact above the press-input intensity threshold (e.g., a “down stroke” of the respective press input). In some embodiments, the press input includes an increase in intensity of the respective contact above the press-input intensity threshold and a subsequent decrease in intensity of the contact below the press-input intensity threshold, and the respective operation is performed in response to detecting the

subsequent decrease in intensity of the respective contact below the press-input threshold (e.g., an “up stroke” of the respective press input).

**[00147]** In some embodiments, the device employs intensity hysteresis to avoid accidental inputs sometimes termed “jitter,” where the device defines or selects a hysteresis intensity threshold with a predefined relationship to the press-input intensity threshold (e.g., the hysteresis intensity threshold is X intensity units lower than the press-input intensity threshold or the hysteresis intensity threshold is 75%, 90% or some reasonable proportion of the press-input intensity threshold). Thus, in some embodiments, the press input includes an increase in intensity of the respective contact above the press-input intensity threshold and a subsequent decrease in intensity of the contact below the hysteresis intensity threshold that corresponds to the press-input intensity threshold, and the respective operation is performed in response to detecting the subsequent decrease in intensity of the respective contact below the hysteresis intensity threshold (e.g., an “up stroke” of the respective press input). Similarly, in some embodiments, the press input is detected only when the device detects an increase in intensity of the contact from an intensity at or below the hysteresis intensity threshold to an intensity at or above the press-input intensity threshold and, optionally, a subsequent decrease in intensity of the contact to an intensity at or below the hysteresis intensity, and the respective operation is performed in response to detecting the press input (e.g., the increase in intensity of the contact or the decrease in intensity of the contact, depending on the circumstances).

**[00148]** For ease of explanation, the description of operations performed in response to a press input associated with a press-input intensity threshold or in response to a gesture including the press input are, optionally, triggered in response to detecting either: an increase in intensity of a contact above the press-input intensity threshold, an increase in intensity of a contact from an intensity below the hysteresis intensity threshold to an intensity above the press-input intensity threshold, a decrease in intensity of the contact below the press-input intensity threshold, and/or a decrease in intensity of the contact below the hysteresis intensity threshold corresponding to the press-input intensity threshold. Additionally, in examples where an operation is described as being performed in response to detecting a decrease in intensity of a contact below the press-input intensity threshold, the operation is, optionally, performed in response to detecting a decrease in intensity of the contact below a hysteresis intensity threshold corresponding to, and lower than, the press-input intensity threshold.

## USER INTERFACES AND ASSOCIATED PROCESSES

**Aligning User Interface Objects**

**[00149]** Many electronic devices use graphical user interfaces to display electronic documents. These documents can include different types of user interface objects such as text and images. There is often a need to manipulate the position of one or more user interface objects with respect to the position of a different user interface object. For instance, a user may wish to align several user interface objects such that each is centered about the same horizontal or vertical coordinate on a display. In other instances, a user may wish to align several user interface objects so that the bottom of each object has the same vertical coordinate. In some situations the user may want to move other objects to align them with a currently selected object. Conversely, in other situations the user may want to move the currently selected object to align it with the other user interface objects. Thus, there is a need to align the positions of user interface objects in a fast, efficient, and convenient manner on an electronic device with a touch-sensitive surface.

**[00150]** The embodiments described below address this problem by providing devices that quickly, efficiently, and intuitively use different types of alignment modes, depending on the intensity (e.g., pressure) applied by a finger contact during an alignment gesture. In a first object alignment mode, other user interface objects are moved to align with a currently selected user interface object at its current position. Conversely, in a second object alignment mode, the currently selected user interface object is moved to align with other user interface objects at their current positions.

**[00151]** Figures 5A-5N illustrate exemplary user interfaces for moving user interface objects into alignment with respect to one another in accordance with some embodiments of the method 1300 described below, with reference to Figures 7A-7C. Figures 5A-5N include an intensity diagram that shows the current intensity of the contact on the touch-sensitive surface relative to a plurality of intensity thresholds including a respective intensity threshold (e.g., “IT<sub>D</sub>”). In some embodiments, operations similar to those described below with reference to IT<sub>D</sub> are performed with reference to a different intensity threshold (e.g., “IT<sub>L</sub>”).

**[00152]** Figure 5A illustrates a user interface 1102 of an electronic device that includes a display 340 and a touch-sensitive surface (e.g., touchpad 355). The user interface includes a plurality of user interface objects 1108 displayed within user interface 1102. Examples of user interface objects are user interface object 1108-1, 1108-2, and 1108-3. The user interface

objects shown in Figure 5A are simple shapes, for ease of explanation. However, in some instances, other types of user interface objects are displayed such as images, text boxes, user interface objects for displaying video clips, and/or interactive user interface objects such as taskbars including buttons for activating operations associated with the electronic device. Touchpad 355 is configured to detect gestures that correspond to movement and/or change in intensity of a contact (e.g., the gesture that corresponds to movement of contact 1110 in Figure 5C). Types of gestures include press inputs, taps, movement across the touch-sensitive surface, swiping and pinching.

**[00153]** In some instances, user interface objects 1108 shown in Figure 5A are not positioned with respect to one another in a manner consistent with the intention of a user. For instance, if the user is a physics teacher wishing to illustrate a problem of a ball traveling down an inclined plane, further alignment of the user interface objects may be needed. In some embodiments, the device assists the user in aligning objects in the user interface (e.g., by performing an align-unselected-with-selected alignment operation by moving/snapping an unselected user interface object into alignment with a stationary (or substantially stationary) currently selected user interface object as illustrated in Figures 5E-5H and 5K-5N, or by performing an align-selected-with-unselected alignment operation by moving/snapping a currently selected user interface object into alignment with a stationary (or substantially stationary) unselected user interface object as illustrated in Figures 5I-5J).

**[00154]** Figure 5B illustrates selection of user interface object 1108-2 by detecting, for example, an interaction with the touch-sensitive surface or the use of a keyboard shortcut that corresponds to selection of user interface object 1108-2 (e.g., an increase in intensity of contact 1110 from an intensity below  $IT_L$  (Figure 5A) to an intensity above  $IT_L$  (Figure 5B) while focus selector 1106 is over the user interface object 1108-2). In some embodiments, user interface 1102 displays a visual indication that user interface object 1108-2 is selected. For example, as shown in Figure 5B, selected user interface object 1108-2 displays handles (e.g., object resizing handles) on the corners and sides of the object.

**[00155]** In some instances, user interface object 1108-2 is selected when a gesture is detected with a focus selector (e.g., cursor 1106) positioned over user interface object 1108-2. In some embodiments, user interface 1102 includes a displayed representation of the focus selector, such as cursor 1106. Alternatively, in some embodiments a representation of the focus selector is not displayed. For example, in embodiments using a touch-sensitive display

system, the position of the focus selector corresponds to the location on the display of a touch input.

**[00156]** Figure 5C illustrates an example of moving user interface object 1108-2 in accordance with movement of a contact across the touch-sensitive surface along touchpad trajectory TP1. In this example, user interface object 1108-2 is moved from a former position 1108-2-a, to a new position 1108-2-b along display trajectory DT1, determined in accordance with touchpad trajectory TP1. It should be appreciated that element 1108-2-a and display trajectory DT1 will not necessarily be displayed on display 340 but rather are intended for visual clarity in Figure 5C.

**[00157]** Figure 5C also has a boundary region (sometimes called a “snapping boundary” or “snapping radius”), which is shown for the illustrative purposes only. The boundary region signifies a predefined distance surrounding user interface object 1108-3 at which device-generated alignment operations will be performed. It should be appreciated that the boundary region may or may not be visually indicated in the user interface. Similar notation is used throughout Figures 5C-5N

**[00158]** Figure 5D illustrates an example of changing the appearance of user interface object 1108-2 (e.g., changing the solid border to a dashed border) in accordance with a determination that predefined intensity criteria have been met (e.g., that the contact has an intensity above intensity threshold  $IT_D$ ).

**[00159]** Figures 5E-5F illustrate an example of an align-unselected-with-selected device-generated alignment operation performed when the contact has an intensity above intensity threshold  $IT_D$ . In some embodiments, the align-unselected-with-selected device-generated alignment operation includes moving the second user interface object (e.g., 1108-3) into alignment with the first user interface object (e.g., 1108-2) by adjusting the position of the second user interface object with respect to a current position of the first user interface object on the display (e.g., while user interface object 1108-2 is stationary or substantially stationary). One of ordinary skill in the art will recognize different ways to define a user interface object's position. For example, the position of a user interface object may be defined by any point within a boundary of the user interface object (e.g., a corner or its geometric center-of-mass), or “adaptively” as the nearest point to the second user interface object. In some instances, the user selects a respective point on or near the user interface

object to serve as the position of the user interface object in situations where the position of the user interface object is defined as a single point.

**[00160]** In Figure 5E, the user moves contact 1110 upward and to the right on the touch-sensitive surface (touchpad 355) and, in response, the device moves user interface object 1108-2 upward and to the right on display 350 until it is adjacent to or overlapping a snapping boundary for user interface object 1108-3 (e.g., as illustrated by the shaded area around user interface object 1108-3 in Figure 5E). In Figure 5F, after user interface object 1108-2 has moved within the snapping boundary for user interface object 1108-3, user interface object 1108-3 is moved into alignment with user interface object 1108-2 (e.g., user interface object 1108-3 moves down and to the left so that it is centered on, and adjacent to user interface object 1108-2 while user interface object 1108-2 is stationary or substantially stationary), because the contact intensity is above  $IT_D$ . Note that this horizontally centered alignment of 1108-3 to 1108-2 is merely an illustrative example.

**[00161]** Figures 5G-5H illustrate an example of an align-unselected-with-selected device-generated alignment operation performed when the contact has an intensity above intensity threshold  $IT_D$ . In Figure 5E, the user moves contact 1110 upward and to the left on the touch-sensitive surface (touchpad 355) and, in response, the device moves user interface object 1108-2 and user interface object 1108-3 upward and to the left on display 350 until they are adjacent to or overlapping a snapping boundary for user interface object 1108-1 (e.g., as illustrated by the shaded area around user interface object 1108-1 in Figure 5G). In Figure 5H, after user interface object 1108-2 has moved within the snapping boundary for user interface object 1108-1, user interface object 1108-1 is moved into alignment with user interface object 1108-2 (e.g., user interface object 1108-1 moves down and to the right so that it is centered on, and adjacent to user interface object 1108-2 while user interface object 1108-2 is stationary or substantially stationary), because the contact intensity is above  $IT_D$ . Note that this vertically centered alignment of 1108-1 to 1108-2 is merely an illustrative example.

**[00162]** Figures 5I-5J illustrate an example of an align-selected-with-unselected device-generated alignment operation. In Figure 5I, the user moves contact 1110 across the touch-sensitive surface (touchpad 355) and, in response, the device moves user interface object 1108-2 across display 350 until it is adjacent to or overlapping a snapping boundary for user interface object 1108-3 (e.g., as illustrated by the shaded area around user interface object 1108-3 in Figure 5I). In Figure 5J, after user interface object 1108-2 has moved within

the snapping boundary for user interface object 1108-3, user interface object 1108-2 is moved into alignment with user interface object 1108-3 (e.g., user interface object 1108-2 moves up and to the right so that it is centered on, and adjacent to user interface object 1108-3 while user interface object 1108-3 is stationary or substantially stationary), because the contact intensity is below  $IT_D$  (and, optionally, above  $IT_L$ ).

**[00163]** Figures 5K-5L illustrate aligning user interface object 1108-3 onto an alignment axis 1112 of user interface object 1108-2 via an align-unselected-with-selected alignment operation. Although alignment axis 1112 is illustrated in Figure 5L as bisecting user interface object 1108-2, it should be appreciated that the alignment axis could be any axis in multiple dimensions (e.g., one, two, or three dimensions). In some instances, the alignment axis is defined in accordance with the position of an edge of the first user interface object. In some instances, the alignment axis is user defined and lies inside or outside either the first or second user interface objects. In Figure 5K, the user moves contact 1110 across the touch-sensitive surface (touchpad 355) and, in response, the device moves user interface object 1108-2 across display 350 until it is adjacent to or overlapping a snapping boundary for user interface object 1108-3 (e.g., as illustrated by the shaded area around user interface object 1108-3 in Figure 5K). In Figure 5L, after user interface object 1108-2 has moved within the snapping boundary for user interface object 1108-3, user interface object 1108-3 is moved into alignment with the alignment axis 1112 of user interface object 1108-2 (e.g., user interface object 1108-3 is moved down so that it is centered on the alignment axis 1112 of user interface object 1108-2 while user interface object 1108-2 is constrained to the alignment axis), because the contact intensity is above  $IT_D$ .

**[00164]** Figures 5M-5N illustrate an example of an align-unselected-with-selected device-generated alignment operation that aligns third user interface object 1108-1 with the alignment axis 1112. In some embodiments, the align-unselected-with-selected device-generated alignment operation includes defining an alignment axis. In Figure 5M, the user moves contact 1110 to the left on the touch-sensitive surface (touchpad 355) and, in response, the device moves user interface object 1108-2 to the left on display 350 until it is adjacent to or overlapping a snapping boundary for user interface object 1108-1 (e.g., as illustrated by the shaded area around user interface object 1108-1 in Figure 5M). In Figure 5N, after user interface object 1108-2 has moved within the snapping boundary for user interface object 1108-1, user interface object 1108-1 is aligned to the alignment axis 1112 of user interface object 1108-2 (e.g., user interface object 1108-1 is moved up so that it is centered on the

alignment axis 1112 of user interface object 1108-2), because the contact intensity is above  $IT_D$ . In some embodiments, after the intensity of the contact increases above the respective intensity threshold  $IT_D$ , movement of user interface object 1108-2 is constrained to movement along the alignment axis 1112.

[00165] Figures 6A-6F graphically illustrate examples, in one dimension, of activation of the align-unselected-with-selected device-generated alignment operation or the align-selected-with-unselected device-generated alignment operation, respectively, in accordance with some embodiments. The position of the second user interface object is indicated on each graph corresponding to the position of the triangle in each respective figure. The position of the first user interface object subsequent to its selection is indicated by the trace on each graph. It should be appreciated that, although Figures 6A-6F illustrate examples in one dimension, the method and device described with reference to Figures 7A-7C can be implemented in higher dimensions, e.g., two dimensions and three dimensions.

[00166] Figures 6A-6C illustrate examples of comparing the intensity of the contact (e.g., the contact intensity) to an intensity threshold (e.g., " $IT_D$ ") when the movement of the first (selected) user interface object begins.

[00167] Figure 6A illustrates an example where the predefined intensity criteria is not met. In this example, even though the contact intensity exceeds the intensity threshold at later positions, including when the first user interface object is moved within the predefined distance of the second user interface object, the contact intensity does not exceed the intensity threshold when the movement of the first user interface object begins. As such, under the circumstances illustrated in Figure 6A, the align-selected-with-unselected alignment operation is performed instead of the align-unselected-with-selected alignment operation (e.g., the selected user interface object is moved into alignment with the unselected user interface object while the unselected user interface object is stationary or substantially stationary instead of the unselected user interface object moving into alignment with the selected user interface object while the selected user interface object is stationary or substantially stationary).

[00168] Figures 6B-6C illustrates an example where the predefined intensity criteria is met. In this example, the align-unselected-with-selected alignment operation becomes active (signified by the star on the trace) and remains active (signified by the dashed trace) despite the contact intensity dropping below the intensity threshold (e.g.,  $IT_D$ ) at later positions. As

such, under the circumstances illustrated in 6B-6C, the align-unselected-with-selected alignment operation is performed instead of the align-selected-with-unselected alignment operation (e.g., the unselected user interface object is moved into alignment with the selected user interface object while the selected user interface object is stationary or substantially stationary instead of the selected user interface object moving into alignment with the unselected user interface object while the unselected user interface object is stationary or substantially stationary).

**[00169]** Figures 6D-6F illustrate examples of comparing the intensity of the contact (e.g., the contact intensity) to an intensity threshold (e.g., “ $IT_D$ ”) when the first user interface object is moved within the predefined distance of the second user interface object. In each illustrated example, in Figures 6D-6F the predefined intensity criteria are met, independent of an initial contact intensity, and, optionally, independent of subsequent changes in contact intensity prior to the first user interface object being moved within the predefined distance of the second user interface object. As such, under the circumstances illustrated in Figures 6D-6F, the align-unselected-with-selected alignment operation is performed instead of the align-selected-with-unselected alignment operation (e.g., the unselected user interface object is moved into alignment with the selected user interface object while the selected user interface object is stationary or substantially stationary instead of the selected user interface object moving into alignment with the unselected user interface object while the unselected user interface object is stationary or substantially stationary). In contrast to the examples described above with reference to Figures 6D-6F, in some embodiments (e.g., where the contact is compared to an intensity threshold when the first user interface object is moved within the predefined distance of the second user interface object), if the contact has an intensity below the intensity threshold when the first user interface object is moved within the predefined distance of the second user interface object, the align-selected-with-unselected alignment operation is performed instead of the align-unselected-with-selected alignment operation (e.g., the selected user interface object is moved into alignment with the unselected user interface object while the unselected user interface object is stationary or substantially stationary instead of the unselected user interface object moving into alignment with the selected user interface object while the selected user interface object is stationary or substantially stationary).

**[00170]** Figures 7A-7C are flow diagrams illustrating a method 1300 of align user interface objects in accordance with some embodiments. Method 1300 is performed at an

electronic device (e.g., device 300, Figure 3, or portable multifunction device 100, Figure 1A) with a display and a touch-sensitive surface. In some embodiments, the display is a touch screen display, in which case the display includes the touch-sensitive surface. In some embodiments, the display is separate from the touch-sensitive surface. Some operations in method 1300 are, optionally, combined and/or the order of some operations are, optionally, changed.

**[00171]** As described below, the method 1300 provides an intuitive way to align interface objects. The method reduces the cognitive burden on a user when aligning user interface objects, thereby creating a more efficient human-machine interface. For battery-operated electronic devices, enabling a user to align user interface objects faster and more efficiently conserves power and increases the time between battery charges.

**[00172]** The device displays (1302) a plurality of user interface objects on a display (e.g., user interface objects 1108 in Figure 5A). The device detects the selection (1304) of a first user interface object (e.g., user interface object 1108-2 in Figure 5C is selected in response to detecting an increase in intensity of a contact associated with a focus selector while the focus selector is over user interface object 1108-2).

**[00173]** The device detects a gesture (1306) that includes movement of a contact across the touch-sensitive surface while the first user interface object is selected. The device moves (1308) the first user interface object on the display in accordance with the movement of the contact across the touch-sensitive surface (e.g., movement of user interface object 1108-2 in Figures 5E, 5G, 5I, or 5K).

**[00174]** In some embodiments, the device determines (1312) whether the gesture meets predefined intensity criteria (e.g., whether the contact has an intensity above  $IT_D$ ). In some embodiments, the predefined intensity criteria are met in accordance with a determination that the contact on the touch-sensitive surface has an intensity above a respective intensity threshold (e.g.,  $IT_D$  in Figures 5A-5N) at a particular time or location of a respective user interface object. In some embodiments, the predefined intensity criteria include (1314) that (or are met when) the contact on the touch-sensitive surface has an intensity above a respective intensity threshold when a first user interface object (e.g., user interface object 1108-2, Figure 5C) is moved within a predefined distance of a second user interface object (e.g., user interface object 1108-3, Figure 5C), as described in greater detail above with reference to Figures 6D-6F. In some embodiments, the predefined intensity

criteria include (1316) that (or are met when) the contact on the touch-sensitive surface has an intensity above a respective intensity threshold when movement of the contact begins, as described in greater detail above with reference to Figures 6A-6C. In some embodiments, the predefined intensity criteria are include (1318) that (or are met when) the contact on the touch-sensitive surface has an intensity above a respective intensity threshold when movement of the first user interface object begins.

**[00175]** In accordance with a determination that the gesture meets the predefined intensity criteria (1312-Yes), and in response to movement of the first user interface object within the predefined distance of the second user interface object (e.g., the first user interface object is moved within a predefined snapping boundary of the second user interface object, such as that illustrated by the shaded area surrounding user interface object 1108-3 in Figure 5E), the device performs (1322) a first device-generated alignment operation (e.g., an align-unselected-with-selected alignment operation, as described above with reference to Figures 5E-5H and 5K-5N) that includes moving the second (unselected) user interface object into alignment with the first (selected) user interface object by adjusting a position of the second user interface object with respect to a current position of the first user interface object on the display. Thus, in some embodiments, the second user interface object moves on the display even though the user is only directly controlling movement of the first user interface object, because the second user interface object “snaps” into alignment with the first user interface object. For example, in Figure 5E, user interface object 1108-2 is brought within the predefined distance of user interface object 1108-3 while the contact has an intensity above the respective intensity threshold and in Figure 5F, user interface object 1108-3 is moved into alignment with user interface object 1108-2 (e.g., by moving user interface object 1108-3 down and to the left).

**[00176]** In some embodiments, while detecting the gesture, and prior to movement of the first user interface object within the predefined distance of the second user interface object, in accordance with a determination that the gesture meets predefined intensity criteria, the device displays (1324) a visual indication that the first (align-unselected-with-selected) device-generated alignment operation will be performed instead of a second (align selected-with-unselected), different, device-generated alignment operation when the first user interface object is moved within the predefined distance of the second user interface object. For example, in some embodiments, the device changes (1326) an appearance of the first user interface object (e.g., as illustrated in Figure 5D, where the border of user interface object

1108-2 is changed to a dashed border to indicate that the first, align-unselected-with-selected, alignment operation will be performed rather than the second, align-selected-with-unselected, alignment operation).

[00177] In some embodiments, the first device-generated alignment operation includes (1328) movement of the second user interface object that is independent of movement of the contact on the touch-sensitive surface. For example, in Figure 5F, the second user interface object (e.g., user interface object 1108-3) “jumps” into alignment with the first user interface object (e.g., user interface object 1108-2) without movement by the contact on the touch-sensitive surface that corresponds to movement of the second user interface object.

[00178] In some embodiments, the first device-generated alignment operation includes (1330) moving the second user interface object into alignment with an alignment axis determined in accordance with a position of the first user interface object on the display, as illustrated in Figures 5K-5L where user interface object 1108-3 moves into alignment with alignment axis 1112. In some embodiments, after performing the first device-generated alignment operation, the device constrains the movement of the first user interface object to the alignment axis. In some embodiments, after performing the first device-generated alignment operation, the device detects (1332) subsequent movement of the contact corresponding to movement of the first user interface object along the alignment axis to a position that is within the predefined distance of a third user interface object (e.g., movement of contact 1110 in Figure 5M corresponding to movement of user interface object 1108-2 in Figure 5M). In some of these embodiments, in response to detecting the subsequent movement of the contact, the device performs (1334) a third device-generated alignment operation (e.g., an align-unselected-with-selected alignment operation), where the third device-generated alignment operation includes moving the third (unselected) user interface object into alignment with the alignment axis (e.g., movement of user interface object 1108-1 in Figure 5N upward into alignment with alignment axis 1112).

[00179] In some embodiments, after performing the first device-generated alignment operation, the device detects (1336) subsequent movement of the contact corresponding to movement of the first user interface object within the predefined distance of a third user interface object. In some of these embodiments, in response to detecting the subsequent movement of the contact, the device performs (1338) a third device-generated alignment operation (e.g., an align-unselected-with-selected alignment operation), where the third device-generated alignment operation includes moving the third (unselected) user interface

object into alignment with the first (selected) user interface object by adjusting a position of the third user interface object with respect to a current position of the first user interface object on the display. For example, in Figure 5G, after user interface object 1108-2 and user interface object 1108-3 have been aligned, they are moved toward user interface object 1108-1. In this example, when user interface object 1108-2 moves within a snapping boundary of user interface object 1108-1 while the gesture meets the predefined intensity criteria, user interface object 1108-1 moves into alignment with user interface object 1108-2, as shown in Figure 5H.

**[00180]** In accordance with a determination that the predefined intensity criteria have not been met (1312-No), and in response to movement of the first user interface object within the predefined distance of the second user interface object, the device performs (1340) a second device-generated alignment operation (e.g., an align-selected-with-unselected alignment operation) that includes moving the first (selected) user interface object into alignment with the second (unselected) user interface object by adjusting a position of the first user interface object with respect to a current position of the second user interface object on the display. For example, in Figure 5I, user interface object 1108-2 is brought within the predefined distance of user interface object 1108-3 while the contact has an intensity below the respective intensity threshold (e.g.,  $IT_D$ ) and in Figure 5J, user interface object 1108-2 is moved into alignment with user interface object 1108-3 (e.g., by moving user interface object 1108-3 up and to the right).

**[00181]** In some embodiments, the second device-generated alignment operation includes movement (1342) of the first user interface object that is independent of movement of the contact on the touch-sensitive surface. Thus, in some embodiments, movement of the first user interface object on the display so that it is aligned with the second user interface object includes movement that is not directly generated by the user by moving the contact on the touch-sensitive surface. For example, the first (selected) user interface object “snaps” into alignment with the second (unselected) user interface object while the second user interface object remains stationary or substantially stationary on the display. For example, in Figure 5J, the first user interface object (e.g., user interface object 1108-2) “jumps” into alignment with the second user interface object (e.g., user interface object 1108-3) without movement by the contact on the touch-sensitive surface that corresponds to movement of the first user interface object.

**[00182]** It should be understood that the particular order in which the operations in Figures 7A-7C have been described is merely exemplary and is not intended to indicate that the described order is the only order in which the operations could be performed. One of ordinary skill in the art would recognize various ways to reorder the operations described herein. Additionally, it should be noted that details of other processes described herein with respect to other methods described herein (e.g., those listed in paragraph [0044]) are also applicable in an analogous manner to method 1300 described above with respect to Figures 7A-7C. For example, the contacts, gestures, user interface objects, intensity thresholds, focus selectors described above with reference to method 1300 optionally have one or more of the characteristics of the contacts, gestures, user interface objects, intensity thresholds, focus selectors described herein with reference to other methods described herein (e.g., those listed in paragraph [0044]). For brevity, these details are not repeated here.

**[00183]** In accordance with some embodiments, Figure 8 shows a functional block diagram of an electronic device 1400 configured in accordance with the principles of the various described embodiments. The functional blocks of the device are, optionally, implemented by hardware, software, or a combination of hardware and software to carry out the principles of the various described embodiments. It is understood by persons of skill in the art that the functional blocks described in Figure 8 are, optionally, combined or separated into sub-blocks to implement the principles of the various described embodiments. Therefore, the description herein optionally supports any possible combination or separation or further definition of the functional blocks described herein.

**[00184]** As shown in Figure 8, an electronic device 1400 includes a display unit 1402 configured to display a plurality of user interface objects; a touch-sensitive surface unit 1404 configured to detect a gesture that includes movement of a contact across the touch-sensitive surface unit 1404; one or more sensor units 1405 configured to detect intensity of contacts with the touch-sensitive surface unit 1404; and a processing unit 1406 coupled to the display unit 1402, the touch-sensitive surface unit 1404, and the one or more sensor units 1405. In some embodiments, the processing unit 1406 includes a display enabling unit 1407, a selecting unit 1408, a moving unit 1410, a detecting unit 1412 and an aligning unit 1414. The processing unit 1406 is configured to: detect selection of a first user interface object (e.g., with the detecting unit 1412); detect a gesture including movement of a contact across the touch-sensitive surface unit 1404 (e.g., with the detecting unit 1412); move the first user interface object on the display unit 1402 within a predefined distance of a second user

interface object in accordance with movement of the contact across the touch-sensitive surface unit 1404 (e.g., with the moving unit 1410); and in response to movement of the first user interface object within the predefined distance of the second user interface object: in accordance with a determination that the gesture meets predefined intensity criteria, perform a first device-generated alignment operation (e.g., with the aligning unit 1414), wherein the first device-generated alignment operation includes moving the second user interface object into alignment with the first user interface object by adjusting a position of the second user interface object with respect to a current position of the first user interface object on the display unit 1402 (e.g., with the aligning unit 1414); and in accordance with a determination that the gesture does not meet the predefined intensity criteria, perform a second device-generated alignment operation (e.g., with the aligning unit 1414), wherein the second device-generated alignment operation includes moving the first user interface object into alignment with the second user interface object by adjusting a position of the first user interface object with respect to a current position of the second user interface object on the display unit 1402 (e.g., with the aligning unit 1414).

**[00185]** In some embodiments, the predefined intensity criteria are met when the contact on the touch-sensitive surface unit 1404 has an intensity above a respective intensity threshold when the first user interface object is moved within the predefined distance of the second user interface object.

**[00186]** In some embodiments, the predefined intensity criteria are met when the contact on the touch-sensitive surface unit 1404 has an intensity above a respective intensity threshold when movement of the contact begins.

**[00187]** In some embodiments, the predefined intensity criteria are met when the contact on the touch-sensitive surface unit 1404 has an intensity above a respective intensity threshold when movement of the first user interface object begins.

**[00188]** In some embodiments, the first device-generated alignment operation includes movement of the second user interface object (e.g., with the aligning unit 1414) that is independent of movement of the contact on the touch-sensitive surface unit 1404.

**[00189]** In some embodiments, the second device-generated alignment operation includes movement of the first user interface object (e.g., with the aligning unit 1414) that is independent of movement of the contact on the touch-sensitive surface unit 1404.

**[00190]** In some embodiments, the gesture meets the predefined intensity criteria and the processing unit 1406 is further configured to: after performing the first device-generated alignment operation (e.g., with the aligning unit 1414) detect subsequent movement of the contact corresponding to movement of the first user interface object within the predefined distance of a third user interface object (e.g., with the detecting unit 1412); and in response to detection of the subsequent movement of the contact, perform a third device-generated alignment operation (e.g., with the aligning unit 1414), wherein the third device-generated alignment operation includes moving the third user interface object into alignment with the first user interface object by adjusting a position of the third user interface object with respect to a current position of the first user interface object on the display unit 1402 (e.g., with the aligning unit 1414).

**[00191]** In some embodiments, the gesture meets the predefined intensity criteria; and, performing the first device-generated alignment operation includes moving the second user interface object into alignment with an alignment axis determined in accordance with a position of the first user interface object on the display unit 1402 (e.g., with the aligning unit 1414); and the processing unit 1406 is further configured to constrain the movement of the first user interface object to the alignment axis after performing the first device-generated alignment operation (e.g., with the aligning unit 1414).

**[00192]** In some embodiments, the processing unit 1406 is further configured to: after performing the first device-generated alignment operation (e.g., with the aligning unit 1414), detect subsequent movement of the contact corresponding to movement of the first user interface object along the alignment axis to a position that is within the predefined distance of a third user interface object (e.g., with the detecting unit 1412); and in response to detection of the subsequent movement of the contact, perform a third device-generated alignment operation (e.g., with the aligning unit 1414), wherein the third device-generated alignment operation includes moving the third user interface object into alignment with the alignment axis (e.g., with the aligning unit 1414).

**[00193]** In some embodiments, wherein the processing unit 1406 is further configured to, while detecting the gesture and prior to movement of the first user interface object within the predefined distance of the second user interface object, in accordance with a determination that the gesture meets predefined intensity criteria, enable display (e.g., with the display enabling unit 1407) of a visual indication that the first device-generated alignment operation will be performed instead of the second device-generated alignment operation

when the first user interface object is moved within the predefined distance of the second user interface object.

[00194] In some embodiments, displaying the visual indication includes changing an appearance of the first user interface object (e.g., with the display enabling unit 1407).

[00195] The operations in the information processing methods described above are, optionally implemented by running one or more functional modules in information processing apparatus such as general purpose processors (e.g., as described above with respect to Figures 1A and 3) or application specific chips.

[00196] The operations described above with reference to Figures 7A-7C are, optionally, implemented by components depicted in Figures 1A-1B or Figure 8. For example, detection operation 1304, first alignment operation 1322, and second alignment operation 1340 are, optionally, 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 optionally utilizes or calls data updater 176 or object updater 177 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 Figures 1A-1B.

### **Selecting Object within a Group of Objects**

[00197] Many devices have applications that display multiple user interface objects, such as a drawing application in which shape objects are displayed. Within these applications, a user may group objects into groups and sub-groups, and select one or more objects for manipulation. If the user wishes to select a sub-group or one object within a sub-group, some methods make the user make multiple inputs to drill down through the groups and sub-groups or to select the objects one at a time. This is tedious and time-consuming for the user. The embodiments described below improve on these methods by using the intensity

of the input on a touch-sensitive surface to determine whether to select a group of objects or a sub-group of objects. If the input on an object is light (e.g., intensity lower than a threshold), then the group of objects that includes the object on which the input is made is selected. If the input on the object is harder (e.g., intensity above the threshold), then the sub-group of objects that includes the object on which the input is made is selected. Thus, the user can select a sub-group of objects with fewer inputs, making object selection more efficient.

**[00198]** Figures 9A-9Y illustrate exemplary user interfaces for selecting objects within a group of objects in accordance with some embodiments. The user interfaces in these figures are used to illustrate the processes described below, including the processes in Figures 10A-10D. Figures 9A-9Y include intensity diagrams that show the current intensity of the contact on the touch-sensitive surface relative to a plurality of intensity thresholds including a light press intensity threshold (e.g., “IT<sub>L</sub>”), a deep press intensity threshold (e.g., “IT<sub>D</sub>”) and a sub-group intensity threshold (e.g., “IT<sub>1</sub>”).

**[00199]** Figure 9A illustrates user interface 7500 displayed on display 450 (e.g., display 340) of a device (e.g., device 300). User interface 7500 optionally corresponds to an application (e.g., a drawing application). User interface objects 7502-1 thru 7502-5 are displayed in user interface 7500. Objects 7502 are, optionally, shapes in a drawing or icons corresponding to respective content items or applications. Objects 7502 are, optionally, grouped (e.g., by a user) into groups and sub-groups. A group of objects need not include all of objects 7502 that are displayed on display 450. Within a group of objects, some of the objects in the group are, optionally, grouped into sub-groups. In Figure 9A, objects 7502-1, 7502-2, and 7502-3 are grouped together in a group (hereinafter referred to as “Group A” for convenience), and objects 7502-1 and 7502-3 are grouped together in a sub-group (hereinafter referred to as “Sub-group B” for convenience) within Group A. Objects 7502-4 and 7502-5 are not in Group A; they are, optionally, in other respective groups of objects or not in any group of objects.

**[00200]** Cursor 7504 is displayed on display 450. Cursor 7504 is an example of a focus selector. Cursor 7504 is, optionally, moved and positioned by a user performing an input using an input device, such as a mouse or touch-sensitive surface 451 (e.g., touchpad 355) of the device. In Figure 9A, cursor 7504 is positioned over object 7502-3.

**[00201]** In Figures 9A-9B, a gesture that includes contact 7506 is detected on touch-sensitive surface 451 while cursor 7504 is positioned over object 7502-3. The gesture

includes a press input performed using contact 7506. In some embodiments, the gesture includes movement of contact 7506 on touch-sensitive surface 451 to position cursor 7504 over object 7502-3, and then a press input with contact 7506 on touch-sensitive surface 451 while cursor 7504 is located over object 7502-3.

**[00202]** The press input shown in Figures 9A-9B includes an increase in intensity of contact 7506 from an intensity below a light press intensity threshold (e.g., “IT<sub>L</sub>”) in Figure 9A to an intensity above the light press intensity threshold (e.g., “IT<sub>L</sub>”) in Figure 9B. In Figure 9B, contact 7506 is determined to have a maximum intensity that is below a deep press intensity threshold (e.g., “IT<sub>D</sub>”). In response to detection of the gesture that includes contact 7506 in Figures 9A-9B, one or more objects 7502 are selected. In accordance with the determination that contact 7506 in Figure 9B has a maximum intensity that is below the deep press intensity threshold (e.g., “IT<sub>D</sub>”), a set of objects that includes the objects of Group A (the group of objects to which object 7502-3, over which cursor 7504 is positioned when the gesture was detected, belongs) is selected. Thus, objects 7502-1, 7502-2, and 7502-3 are selected, as shown in Figure 9B, and objects 7502-4 and 7502-5 are not selected. Current selection indicator 7507 is, optionally, displayed, as shown in Figure 9B, to indicate the current selection of objects 7502-1, 7502-2, and 7502-3.

**[00203]** Figure 9C illustrates objects 7502 displayed in user interface 7500, as in Figure 9A, and the gesture performed with contact 7506 detected on touch-sensitive surface 7505. However, the press input shown in Figures 9C-9D includes an increase in intensity of contact 7506 from an intensity below a deep press intensity threshold (e.g., “IT<sub>D</sub>”) in Figure 9C to an intensity above the deep press intensity threshold (e.g., “IT<sub>D</sub>”) in Figure 9D. In response to detection of the gesture that includes contact 7506 in Figures 9C-9D, and in accordance with the determination that contact 7506 in Figure 9D has an intensity that is above the deep press intensity threshold (e.g., “IT<sub>D</sub>”), the device selects a set of objects that includes object 7502-3 (over which cursor 7504 is positioned when the gesture was detected), but excludes one or more of the other objects in Group A (e.g., object 7502-2) and objects 7502-4 and 7502-5 that are not part of Group A, as shown in Figure 9D. In Figure 9D, the set of objects that are selected includes objects 7502-1 and 7502-3, as object 7502-1 and 7502-3 are grouped together in Sub-group B. If object 7502-3 is not in Sub-group B, but is instead not in any sub-group, then just object 7502-3 is selected, as shown in Figure 9E. Current selection indicator 7507 is, optionally, displayed, as shown in Figure 9D and 9E, to indicate

the respective current selections of objects 7502-1 and 7502-3 in Figure 9D, and just object 7502-3 in Figure 9E, respectively.

**[00204]** Returning to Figure 9B, while contact 7506 is detected on touch-sensitive surface 451, the intensity of contact 7506 is, optionally, increased from an intensity below the deep press intensity threshold (e.g., “IT<sub>D</sub>”), as shown in Figure 9B, to an intensity above the deep press intensity threshold (e.g., “IT<sub>D</sub>”), as shown in Figure 9D. In some embodiments, in response to detection of the increase in intensity of the contact above the deep press intensity threshold (e.g., “IT<sub>D</sub>”), the set of objects that are selected changes from objects 7502-1, 7502-2, and 7502-3 (e.g., the objects of Group A), as shown in Figure 9B, to either a set of objects that includes objects 7502-1 and 7502-3 (e.g., Sub-group B) if object 7502-3 is in a sub-group of objects that includes object 7502-1 as shown in Figure 9D, or to a set of objects that includes only object 7502-3 if object 7502-3, as shown in Figure 9E, is not in any sub-groups. In some embodiments, in response to detection of the increase in intensity of the contact above the deep press intensity threshold (e.g., “IT<sub>D</sub>”), the set of objects that are selected changes from objects 7502-1, 7502-2, and 7502-3 (e.g., the objects of Group A), as shown in Figure 9B, to a set of objects that includes only object 7502-3, as shown in Figure 9E, without regard to whether or not object 7502-3 is in a sub-group with other objects (e.g., a press input with a maximum intensity between IT<sub>L</sub> and IT<sub>D</sub> selects a group of objects while a press input with a maximum intensity above IT<sub>D</sub> selects only the object over which the focus selector is located without regard to what groups or sub-groups the object is associated/grouped with).

**[00205]** Thus, in response to detection of a gesture with a press input, one or more objects are selected. If the maximum intensity of the press input is below the deep press intensity threshold (e.g., “IT<sub>D</sub>”), then the set of selected objects includes the group of objects that includes the object over which the cursor is positioned, and excludes the other objects, as shown in Figure 9B. If the intensity of the press input is above the deep press intensity threshold (e.g., “IT<sub>D</sub>”), then the set of selected objects includes the object over which the cursor is positioned, and excludes objects not in the group of objects that includes the object over which the cursor is positioned and excludes one or more of the other objects in the group of objects that includes the object over which the cursor is positioned.

**[00206]** Continuing from Figure 9B, Figure 9F shows objects 7502-1, 7502-2, and 7502-3 selected. The gesture that includes the press input with contact 7506 continues to be detected, and the maximum intensity of contact 7506 remains below the deep press intensity

threshold (e.g., “IT<sub>D</sub>”), and a movement 7510 of contact 7506 is detected. In response to detection of movement 7510 of contact 7506, the set of selected objects (objects 7502-1, 7502-2, and 7502-3) moves in accordance with the direction of movement 7510, but the unselected objects (objects 7502-4 and 7502-5) remain in place, as shown in Figure 9G, where the set of selected objects have been moved relative to the unselected objects.

**[00207]** Contact 7506 is, optionally, lifted off touch-sensitive surface 451. For example, Figure 9H shows contact 7506 lifted off touch-sensitive surface 451 after the movement of selected objects 7502-1, 7502-2, and 7502-3 as shown in Figures 9F-9G. After detection of the liftoff of contact 7506, the set of selected objects (objects 7502-1, 7502-2, and 7502-3) optionally remain selected, as shown in Figure 9H.

**[00208]** Continuing from Figure 9D, Figure 9I shows objects 7502-1 and 7502-3 selected. The gesture that includes contact 7506 continues to be detected, and the intensity of contact 7506 remains above the deep press intensity threshold (e.g., “IT<sub>D</sub>”), and a movement 7512 of contact 7506 is detected. In response to detection of movement 7512 of contact 7506, the set of selected objects (objects 7502-1 and 7502-3) moves in accordance with the direction of movement 7512, but the unselected objects (objects 7502-2, 7502-4, and 7502-5) remain in place, as shown in Figure 9J where the set of selected objects have been moved relative to the unselected objects.

**[00209]** Contact 7506 is, optionally, lifted off touch-sensitive surface 451. For example, Figure 9K shows contact 7506 lifted off touch-sensitive surface 451 after the movement of selected objects 7502-1 and 7502-3 as in Figures 9I-9J. After detection of the liftoff of contact 7506, the set of selected objects (objects 7502-1 and 7502-3) optionally remain selected, as shown in Figure 9K.

**[00210]** Continuing from Figure 9K, Figure 9L shows detection of a new gesture on touch-sensitive surface 451 while objects 7502-1 and 7502-3 (e.g., Sub-group B) are selected and cursor 7504 is positioned over object 7502-3. The new gesture includes a press input that includes an increase in intensity of contact 7514 from an intensity below a light press intensity threshold (e.g., “IT<sub>L</sub>”) in Figure 9L to an intensity above the light press intensity threshold (e.g., “IT<sub>L</sub>”) in Figure 9M. The intensity of contact 7514 is determined by the device. In Figure 9L, contact 7514 is determined to have a maximum intensity that is below the deep press intensity threshold (e.g., “IT<sub>D</sub>”). In response to detection of the gesture that includes contact 7514 in Figures 9L-9M, and in accordance with the determination that

contact 7514 has a maximum intensity that is below the deep press intensity threshold (e.g., “IT<sub>D</sub>”), the selection of object 7502-1 and 7502-3 is maintained, as shown in Figure 9M.

[00211] Also continuing from Figure 9K, Figure 9N shows detection of the gesture that includes 7514 on touch-sensitive surface 451 while objects 7502-1 and 7502-3 (e.g., Sub-group B) are selected and cursor 7504 is positioned over object 7502-3. In Figure 9N, the device detects a press input that includes an increase in intensity of contact 7514 from an intensity below a light press intensity threshold (e.g., “IT<sub>D</sub>”) in Figure 9N to an intensity above the light press intensity threshold (e.g., “IT<sub>D</sub>”) in Figure 9O. In response to detection of the gesture that includes contact 7514, and in accordance with the determination that contact 7514 has a maximum intensity that is above the deep press intensity threshold (e.g., “IT<sub>D</sub>”), the set of selected objects is modified so that the set of selected objects include 7502-3 and do not include object 7502-1, as shown in Figure 9O, where object 7502-3 of Sub-group B is selected but the other objects in Sub-group B are not selected.

[00212] Thus, after the selection of a sub-group of objects in response to the detection of the first gesture with a press input, a second gesture with a press input is, optionally, detected. If the maximum intensity of the press input in the second gesture is below the deep press intensity threshold (e.g., “IT<sub>D</sub>”), then the selection of the sub-group of objects is maintained, as shown in Figure 9M. If the intensity of the press input is above the deep press intensity threshold (e.g., “IT<sub>D</sub>”), then the set of selected objects is modified to include the object over which the cursor is positioned, and excludes the other objects in the sub-group of objects, as shown in Figure 9O.

[00213] In some embodiments, the deep press intensity threshold (e.g., “IT<sub>D</sub>”) is one of multiple intensity thresholds that include a sub-group intensity threshold (e.g., “IT<sub>1</sub>”) that is higher than the first intensity threshold, and as a press input increases above different intensity threshold, different sets or subsets of objects are selected in accordance with the changing intensity of a contact that performs the press input. Figures 9P-9S illustrate an example of these embodiments where the intensity of contact 7516 increases from an intensity below a light press intensity threshold (e.g., “IT<sub>L</sub>”) to an intensity above a sub-group intensity threshold. In Figure 9P, the intensity of contact 7516 is below the light press intensity threshold (e.g., “IT<sub>L</sub>”), and thus none of the user interface objects 7502 are selected. In Figure 9Q, the device detects an increase in the intensity of contact 7516 from an intensity below the light press intensity threshold (e.g., “IT<sub>L</sub>”) to an intensity between the light press intensity threshold (e.g., “IT<sub>L</sub>”) and the deep press intensity threshold (e.g., “IT<sub>D</sub>”), and in

response, the device selects the Group A objects (e.g., 7502-1, 7502-2 and 7502-3). In Figure 9R, the device detects an increase in the intensity of contact 7516 from an intensity below the deep press intensity threshold (e.g., “IT<sub>D</sub>”) to an intensity between the deep press intensity threshold (e.g., “IT<sub>D</sub>”) and the sub-group intensity threshold (e.g., “IT<sub>1</sub>”), and in response, the device selects the Sub-group B objects (e.g., 7502-1 and 7502-3). In Figure 9S, the device detects an increase in the intensity of contact 7516 from an intensity below the sub-group press intensity threshold (e.g., “IT<sub>1</sub>”) to an intensity above the sub-group intensity threshold (e.g., “IT<sub>1</sub>”), and in response, the device selects objects 7502-3 without selecting the other Sub-group B objects (e.g., object 7502-1).

**[00214]** In some embodiments, the number of intensity thresholds are determined based on a number of “layers” of sub-groups in a particular user interface or associated with a particular object in the user interface (e.g., so that the number of intensity thresholds corresponds to the number of sub-groups). In some embodiments, each layer of sub-group of a set of some or all of the sub-groups is assigned to a particular intensity threshold or range of intensity thresholds. For example, if an object is a member of a group and N nested sub-groups within the group, when a press input is detected while a focus selector (e.g., cursor 7504) is over an object, the group is selected when the press input has a maximum intensity between IT<sub>L</sub> and a first sub-group intensity threshold (e.g., IT<sub>D</sub>); the first sub-group is selected in response to detecting a press input with a maximum intensity between the first sub-group intensity threshold and a second, higher, sub-group intensity threshold; and so on up through an N<sup>th</sup> intensity threshold. In this example, a user is enabled to quickly and efficiently select an arbitrary M<sup>th</sup> subgroup associated with an object over which the focus selector (e.g., cursor 7504) is located by performing a press input with a maximum intensity between the M<sup>th</sup> and M+1<sup>th</sup> intensity thresholds. In some embodiments, the number of intensity thresholds for a plurality of objects associated with different numbers of subgroups are the same (e.g., an object associated with three sub-groups will use the lowest three sub-group intensity thresholds used by an object associated with six sub-groups). In some embodiments, the number of intensity thresholds for a plurality of objects associated with different numbers of subgroups are different (e.g., an object associated with three sub-groups will use a different set of intensity thresholds as an object associated with six sub-groups). In the example shown in Figures 9P-9S, the group including objects 7502-1, 7502-2 and 7502-3 is selected in response to a press input with an intensity between IT<sub>L</sub> and IT<sub>D</sub>; the first sub-group including objects 7502-1 and 7502-3 is selected in response to a press input with an

intensity between  $IT_D$  and  $IT_1$  (e.g., the first sub-group is associated with a range of intensities between  $IT_D$  and  $IT_1$ ); and the second sub-group including only object 7502-3 is selected in response to a press input with an intensity above  $IT_1$  (e.g., the second sub-group is associated with a range of intensities above  $IT_1$ ). While the example shown in Figures 9P-9S illustrates a situation where there are two sub-groups associated with object 7502-3, additional intensity thresholds or ranges are, optionally, used in situations where there are more than two sub-groups to enable the user to quickly and efficiently select the different sub-groups.

**[00215]** In some embodiments, while the gesture performed with contact 7516 is detected, respective group indicators for Group A and Sub-group B are, optionally, displayed. Figure 9T, for example, illustrates group indicator 7522 and sub-group indicator 7524 displayed in user interface 7500 while the gesture with contact 7516 is detected on touch-sensitive surface 451, object 7502-3 is selected, and cursor 7504 is positioned over object 7502-3. Group indicator 7522 provides an indicator of a region on display 450 that includes all of the objects in Group A. Sub-group indicator 7524 provides an indicator of a region on display 450 that includes all of the objects in Sub-group B. Thus, group indicator 7522 encompasses objects 7502-1, 7502-2, and 7502-3 of Group A, and sub-group indicator 7524 encompasses objects 7502-1 and 7502-3 of Sub-group B.

**[00216]** Figures 9T-9U also show movement 7526 of contact 7516 detected on touch-sensitive surface 451. In response to detection of movement 7526 of contact 7516, cursor 7504 and object 7502-3 moves in the same direction as movement 7526, and the other objects remain in place. As object 7502-3 moves, object 7502-3 optionally moves outside of the original region indicated by sub-group indicator 7524 and also outside of the original region indicated by group indicator 7522, as shown in Figure 9U. In some embodiments, moving “outside” of the original region includes moving partially or completely, outside of the original region.

**[00217]** In accordance with a determination that object 7502-3 moves outside of the region indicated by group indicator 7522, indicator 7522 is updated to indicate an updated region that includes the objects of Group A. For example, indicator 7522 optionally expands in the direction in which object 7522 moves. In some embodiments, the transition from the original region to the updated region is animated, as shown in Figure 9U. In accordance with a determination that object 7502-3 moves outside of the region indicated by sub-group indicator 7524, indicator 7524 is updated to indicate an updated region that includes the

objects of Sub-group B. For example, indicator 7524 optionally expands in the direction in which object 7524 moves, as shown in Figure 9U. In some embodiments, the transition from the original region to the updated region is animated. Also, in some embodiments, indicators 7522 and 7524 are updated concurrently.

**[00218]** As described above, current selection indicator 7507 is, optionally, displayed to indicate the current selection of objects. Current selection indicator 7507 also indicates the one or more objects, namely the selected objects, that will move in accordance with movement of a contact on touch-sensitive surface 451. For example, Figure 9I illustrates current selection indicator 7507 displayed around objects 7502-1 and 7502-3 and indicating that objects 7502-1 and 7502-3 will move in response to movement of contact 7506. In response to detection of movement 7512 of contact 7506, objects 7502-1 and 7502-3 moves in accordance with movement 7512, as shown in Figure 9J.

**[00219]** As described above, while the maximum intensity of contact 7506 is below the deep press intensity threshold (e.g., “IT<sub>D</sub>”), then the group of objects that include the object over which the cursor is positioned is selected. Thus, current selection indicator 7507 indicates that the group of objects will move in accordance with movement of a contact on touch-sensitive surface 451. For example, Figures 9F-9G shows current selection indicator 7507 displayed around selected objects 7502-1, 7502-2 and 7502-3 (e.g., the objects of Group A) and those objects moving in response to movement 7510 of contact 7506.

**[00220]** In response to detection of an increase in the intensity of contact 7506, the appearance of current selection indicator 7507 changes to indicate a different set of objects that are selected, and thus also indicate a different set of objects that will move in accordance with a movement of contact 7506. As described above in reference to Figures 9B and 9D, in response to detection of an increase in the intensity of contact 7506 from below the deep press intensity threshold (e.g., “IT<sub>D</sub>”) to above the deep press intensity threshold (e.g., “IT<sub>D</sub>”) threshold, current selection indicator 7507 changes to indicate a change in the set of objects that are selected from the objects of Group A to the objects of Sub-group B (or just object 7502-C, if object 7502-C is not part of any sub-group), and thus indicate that the objects of Sub-group B (or just object 7502-C, as the case may be) will move in accordance with a movement of contact 7506.

**[00221]** In some embodiments, the change in current selection indicator 7507 is, optionally, animated. For example, referring back to Figures 9B and 9D, the lower boundary

and handles 7509 located at the lower boundary of indicator 7507 move up, bring the lower boundary along, in accordance with the increase in the intensity of contact 7507 and the resulting change in the set of objects that are selected. The moving of handles 7509 at the lower boundary of indicator 7507 is, optionally, animated as a transition from indicator 7507 as shown in Figure 9B to that shown in Figure 9D.

**[00222]** Figures 9V-9Y illustrate an example of the user interfaces described above implemented on a device (e.g., device 100) with a touch-sensitive display (e.g., touch screen 112). Figure 9V illustrates user interface 7530 displayed on touch-sensitive display 112 of a device. User interface 7530 optionally corresponds to an application (e.g., a drawing application).

**[00223]** Objects 7532-1 thru 7532-5 are displayed in user interface 7530. Objects 7532 are, optionally, grouped into groups. A group of objects need not include all of objects 7532 that are displayed on touch-sensitive display 112. Within a group of objects, some of the objects in the group are, optionally, grouped into sub-groups. In Figure 9V, objects 7532-1, 7532-2, and 502-3 are grouped together in a group (hereinafter referred to as “Group C” for convenience), and objects 7532-1 and 7532-3 are grouped together in a sub-group (hereinafter referred to as “Sub-group D” for convenience) within Group C. Objects 7532-4 and 7532-5 are not in Group C; they are, optionally, in other respective groups of objects or not in any group of objects.

**[00224]** In Figures 9V-9W, a gesture that includes contact 7536 is detected on touch screen 112 while contact 7536 is located over object 7532-3. The gesture includes a press input performed using contact 7536 that includes an increase in intensity of contact 7536 from an intensity below the light press intensity threshold (e.g., “IT<sub>L</sub>”) to an intensity above the light press intensity threshold (e.g., “IT<sub>L</sub>”). The intensity of contact 7536 is determined by the device. In Figure 9W, contact 7536 is determined to have a maximum intensity that is below the deep press intensity threshold (e.g., “IT<sub>D</sub>”).

**[00225]** In response to detection of the gesture that includes contact 7536 in Figures 9V-9W, one or more objects 7532 are selected. In accordance with the determination that contact 7536 has a maximum intensity that is below the deep press intensity threshold (e.g., “IT<sub>D</sub>”), a set of objects that includes the objects of Group C (the group of objects to which object 7532-3, over which contact 7536 is detected, belongs) is selected. Thus, objects 7532-1, 7532-2, and 7532-3 are selected, as shown in Figure 9W, and objects 7532-4 and 7532-5

are not selected. Current selection indicator 7537 is, optionally, displayed, as shown in Figure 9W, to indicate the current selection of objects 7532-1, 7532-2, and 7532-3.

[00226] Figure 9X illustrates objects 7532 displayed in user interface 7530, as in Figure 9V, and the gesture with contact 7536 detected on touch screen 112 over object 7532-3. In Figures 9X-9Y, a gesture that includes contact 7536 is detected on touch screen 112 while contact 7536 is located over object 7532-3. The gesture includes a press input performed using contact 7536 that includes an increase in intensity of contact 7536 from an intensity below the deep press intensity threshold (e.g., “IT<sub>D</sub>”) to an intensity above the deep press intensity threshold (e.g., “IT<sub>D</sub>”). The intensity of contact 7536 is determined by the device. However, in Figure 9Y, the intensity of contact 7536 is determined to be above the deep press intensity threshold (e.g., “IT<sub>D</sub>”).

[00227] In response to detection of the gesture that includes contact 7536 in Figures 9X-9Y, and in accordance with the determination that contact 7536 has a intensity that is above the deep press intensity threshold (e.g., “IT<sub>D</sub>”), a set of objects that includes object 7532-3 (over which contact 7536 is detected), but excludes one or more of the other objects in Group C and objects 7532-4 and 7532-5, is selected, as shown in Figure 9Y. In Figure 9Y, the set of objects that are selected includes objects 7532-1 and 7532-3, as object 7532-1 and 7532-3 are grouped together in Sub-group D. If object 7532-3 was not in any sub-group of objects, then just object 7532-3 would be selected. Current selection indicator 7537 is, optionally, displayed, as shown in Figure 9Y, to indicate the respective current selections of objects 7532-1 and 7532-3 in Figure 9Y.

[00228] Returning to Figure 9W, while contact 7536 is detected on touch-sensitive display 112, the intensity of contact 7536 is, optionally, increased from an intensity below the deep press intensity threshold (e.g., “IT<sub>D</sub>”), as shown in Figure 9W, to an intensity above the deep press intensity threshold (e.g., “IT<sub>D</sub>”), as shown in Figure 9Y. In response to detection of the increase in intensity, the set of objects that are selected changes from objects 7532-1, 7532-2, and 7532-3 (e.g., the objects of Group C), as shown in Figure 9W, to objects 7532-1 and 7532-3 (e.g., Sub-group D), as shown in Figures 9Y.

[00229] Figures 10A-10D are flow diagrams illustrating a method 7600 of selecting objects within a group of objects in accordance with some embodiments. The method 7600 is performed at an electronic device (e.g., device 300, Figure 3, or portable multifunction device 100, Figure 1A) with a display, a touch-sensitive surface, and one or more sensors to detect

intensity of contacts with the 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 7600 are, optionally, combined and/or the order of some operations is, optionally, changed.

**[00230]** As described below, the method 7600 provides an intuitive way to select objects within a group of objects. The method reduces the cognitive burden on a user when selecting objects within a group of objects, thereby creating a more efficient human-machine interface. For battery-operated electronic devices, enabling a user to select objects within a group of objects faster and more efficiently conserves power and increases the time between battery charges.

**[00231]** The device displays (7602) a plurality of user interface objects on the display, where two or more of the user interface objects are grouped together in a group of objects and one or more other objects of the plurality of user interface objects are not in the group of objects. Figure 9A, for example, shows user interface objects 7502-1 thru 7502-5 displayed on display 450. Objects 7502-1, 7502-2 and 7502-3 are grouped into Group A, and objects 7502-4 and 7502-5 are not in Group A. As another example, Figure 9V shows user interface objects 7532-1 thru 7532-5 displayed on touch-sensitive display 112. Objects 7532-1, 7532-2 and 7532-3 are grouped into Group C, and objects 7532-4 and 7532-5 are not in Group C.

**[00232]** The device detects (7604) a first gesture that includes a first press input corresponding to a first contact (e.g., a finger contact), where the first press input is detected at a location on the touch-sensitive surface that corresponds to a respective object in the group of objects. For example, Figures 9A-9B and 9C-9D show detection of a gesture that includes a press input performed with contact 7506 on touch-sensitive surface 451. Contact 7506 is detected on touch-sensitive surface 451 while cursor 7504 is positioned over object 7502-3; contact 7506 is detected at a location on touch-sensitive surface 451 that corresponds to object 7502-3. Figures 9V-9W and 9X-9Y show detection of a gesture that includes a press input performed with contact 7536 on touch-sensitive display 112. Contact 7536 is detected at a location on touch-sensitive display 112 corresponding to object 7532-3. In some embodiments, the first gesture includes (7606) movement of the first contact across the touch-sensitive surface, as shown in Figures 9F-9G, 9I-9J and 9T-9U. In some embodiments, the respective object is a member of a sub-group of objects that includes the respective object and at least one additional object from the group of objects. Object 7502-3, for example, is a member of Sub-group B along with object 7502-1 in Figure 9D.

**[00233]** In some embodiments, the device displays (7608) a current selection indicator indicating one or more objects that will move in accordance with movement of the first contact on the touch-sensitive surface. In Figure 9F-9G or 9I-9J, current selection indicator 7507 is displayed to indicate the current selected set of objects, which is also the objects that will move in accordance with movement of contact 7506.

**[00234]** In some embodiments, while the press input has an intensity below a first intensity threshold (e.g., the deep press intensity threshold), the current selection indicator indicates (7610) that the group of objects will move in accordance with movement of the first contact on the touch-sensitive surface. Optionally, in response to determining that the press input has exceeded the first intensity threshold (e.g., “IT<sub>D</sub>”), the device adjusts (7612) the appearance of the current selection indicator to indicate that the respective object or a sub-group of objects that includes the respective object will move in accordance with movement of the first contact on the touch-sensitive surface. In Figure 9F, while contact 7506 is below the first intensity threshold (e.g., “IT<sub>D</sub>”), the currently selected set of objects is the objects of Group A, which will move in accordance with movement of contact 7506. In Figure 9I, in response to a determination that the intensity of contact 7506 is above the first intensity threshold (e.g., “IT<sub>D</sub>”), the currently selected set of objects is the objects of Sub-group B, which will move in accordance with movement of contact 7506.

**[00235]** In some embodiments, adjusting the appearance of the current selection indicator includes (7614) displaying an animation of a plurality of resizing handles moving from a first boundary indicating an extent of the group of objects on the display to a second boundary indicating an extent of the respective object or the sub-group of objects on the display. For example, a transition of current selection indicator 7507 from that as shown in Figure 9B to that as shown in Figure 9D optionally includes, for example, an animation showing handles 7509 in the lower boundary of current selection indicator 7507 moving up along with a shifting lower boundary (e.g., from positions 7509-a in Figure 9B to positions 7509-b in Figure 9D). In some embodiments, the animation includes an animation of handles moving from group indicator 7522 to group indicator 7524 in Figure 9T.

**[00236]** In some embodiments, the respective object is a member of a sub-group of objects that includes the respective object and at least one additional object from the group of objects, and while detecting the first contact, the device displays (7616) a first group indicator for the group and a second group indicator for the sub-group, where the first group indicator provides an indication of a first region of the display that includes all of the objects in the

group, and the second group indicator provides an indication of a second region of the display that includes all of the objects in the sub-group. In Figures 9T-9U, for example, group indicators 7522 and 7524 are displayed while contact 7506 is detected on touch-sensitive surface 451. Group indicator 7522 indicates a region that includes the objects of Group A. Group indicator 7524 indicates a region that includes the objects of Sub-group B.

**[00237]** In response (7618) to detecting the first gesture, the device selects (7620) one or more of the plurality of objects as a set of selected objects. In accordance with a determination that the first press input had a maximum intensity below a first intensity threshold (e.g., “IT<sub>D</sub>”), selecting the set of selected objects includes (7622) selecting the set of selected objects so as to include the objects in the group of objects and exclude the one or more other objects that are not in the group of objects. In accordance with a determination that the first press input had an intensity above the first intensity threshold (e.g., “IT<sub>D</sub>”), selecting the set of selected objects includes (7624) selecting the set of selected objects so as to include the respective object and exclude one or more objects in the group of objects and the one or more other objects that are not in the group of objects. For example, a plurality of shapes is displayed on a canvas, several of which are grouped together in a group. If a user presses lightly on a shape that is a member of the group, the entire group is selected. If the user presses harder on the shape, that shape (or a sub-group that includes that shape) is selected instead of selecting the entire group. In some embodiments, the grouping of the objects is maintained while performing these different selection operations (e.g., even if a sub-group or a particular object are selected, the shapes in the group remain grouped together so that they will all be selected together in a subsequent selection operation).

**[00238]** Figure 9B shows, for example, objects 7502-1, 7502-2 and 7502-3 (the objects of Group A) selected, and the other objects 7502 not selected, in response to detection of the gesture and in accordance with the determination that the maximum intensity of contact 7506 is below the first intensity threshold (e.g., “IT<sub>D</sub>”). Figure 9D shows objects 7502-1 and 7502-3 (the objects of Sub-group B) selected, and the other objects that are part of the group (e.g., object 7502) not selected, in response to detection of the gesture and in accordance with the determination that the intensity of contact 7506 is above the first intensity threshold (e.g., “IT<sub>D</sub>”). Figure 9E shows object 7502-3 selected, and the other objects 7502 not selected, in response to detection of the gesture, in accordance with the determination that the intensity of contact 7506 is above the first intensity threshold (e.g., “IT<sub>D</sub>”) when object 7502-3 is not in a sub-group (e.g., a sub-group that includes multiple objects).

**[00239]** Figure 9W shows, for example, objects 7532-1, 7532-2 and 7532-3 (the objects of Group C) selected, and the other objects 7532 not selected, in response to detection of the gesture and in accordance with the determination that the maximum intensity of contact 7536 is below the first intensity threshold (e.g., “IT<sub>D</sub>”). Figure 9Y shows objects 7532-1 and 7532-3 (the objects of Sub-group D) selected, and the other objects that are part of the group (e.g., object 7532) not selected, in response to detection of the gesture and in accordance with the determination that the intensity of contact 7536 is above the first intensity threshold (e.g., “IT<sub>D</sub>”).

**[00240]** In some embodiments, the respective object is a member of a sub-group of objects that includes the respective object and at least one additional object from the group of objects, and selecting the set of selected objects includes (7626): in accordance with a determination that the first press input had a maximum intensity between the first intensity threshold (e.g., “IT<sub>D</sub>”) and a second intensity threshold (e.g., “IT<sub>1</sub>”), the device selects (7628) the set of selected objects so as to include the objects in the sub-group of objects and exclude one or more objects in the group of objects; and in accordance with a determination that the first press input had a maximum intensity above the second intensity threshold (e.g., “IT<sub>1</sub>”), the device selects (7630) the set of selected objects so as to include the respective object and exclude one or more objects in the sub-group of objects. For example, a plurality of shapes is displayed on a canvas, several of which are grouped together in a group. If a user presses lightly on a shape that is a member of the group, the entire group is selected. If the user presses harder on the shape, a sub-group that includes the shape is selected instead of selecting the entire group. If the user presses even harder on the shape, the shape is selected instead of selecting the group or the sub-group that includes the shape.

**[00241]** Figures 9Q-9R, for example, show an example where the device detects a press input including an increase in intensity of contact 7516 from an intensity below a first intensity threshold (e.g., “IT<sub>D</sub>”) to an intensity between the first intensity threshold (e.g., “IT<sub>D</sub>”) and the second intensity threshold (e.g., “IT<sub>1</sub>”) on touch-sensitive surface 451, and, in response, selects a set of selected objects including objects 7502-1 and 7502-3 and excludes the rest in accordance with the intensity determination. Figures 9R-9S show an example where the device detects a press input including an increase in intensity of contact 7516 from an intensity between the first intensity threshold (e.g., “IT<sub>D</sub>”) and the second intensity threshold (e.g., “IT<sub>1</sub>”) to an intensity above the first intensity threshold (e.g., “IT<sub>1</sub>”) on touch-

sensitive surface 451, and, in response, selects a set of selected objects including object 7502-3 and excluding the rest in accordance with the intensity determination.

**[00242]** In some embodiments, the first gesture includes movement of the first contact across the touch-sensitive surface, and in response to detecting the first gesture, the device moves (7632) the set of selected objects relative to unselected objects that are not included in the set of selected objects (e.g., in accordance with a determination that the first press input had a maximum intensity below the first intensity threshold, moving the group of objects relative to the one or more other objects that are not in the group of objects in accordance with the movement of the first contact across the touch-sensitive surface; and in accordance with a determination that the first press input had an intensity above the first intensity threshold, moving the respective object (or a sub-group that includes the respective object) relative to other objects in the group of objects and the one or more other objects that are not in the group of objects in accordance with the movement of the first contact across the touch-sensitive surface). Figure 9F, for example, shows movement 7510 of contact 7506 across touch-sensitive surface 451. In response to detection of movement 7510, selected objects 7502-1, 7502-2 and 7502-3 move relative to unselected objects 7502-4 and 7502-5, as shown in Figure 9G. Figure 9I, for example, shows movement 7512 of contact 7506 across touch-sensitive surface 451. In response to detection of movement 7512, selected objects 7502-1 and 7502-3 move relative to unselected objects 7502-2, 7502-4, and 7502-5, as shown in Figure 9J.

**[00243]** In some embodiments (e.g., where the device moves the set of selected objects relative to unselected objects), in accordance with a determination that movement of the set of selected objects includes movement of an object in the group outside of the first region, the device updates (7634) the first group indicator to provide an indication of an updated first region of the display that includes all of the objects in the group. In some embodiments, updating the first group indicator includes (7636) displaying an animation of the first group indicator transitioning from indicating the first region to indicating the updated first region. The transition of group indicator 7522 from indicating the region corresponding to group indicator 7522 in Figure 9T to the region corresponding to group indicator 7522 in Figure 9U, for example, is, optionally, animated.

**[00244]** In some embodiments (e.g., where the device moves the set of selected objects relative to unselected objects), in accordance with a determination that movement of the set of selected objects includes movement of an object in the sub-group outside of the second

region, the device updates (7638) the second group indicator to provide an indication of an updated second region of the display that includes all of the objects in the sub-group. Figure 9T-9U, for example, show an example of updating indicators 7522 and 7524, in accordance with movement of selected object 7502-3 outside of the original regions indicated by indicators 7522 and 7524. In some embodiments, updating the second group indicator includes (7640) displaying an animation of the second group indicator transitioning from indicating the second region to indicating the updated second region. The transition of indicator 7524 from indicating the region shown in Figure 9T to the region shown in Figure 9U, for example, is, optionally, animated. In some embodiments, the first group indicator is (7642) updated concurrently with the second group indicator. Indicators 7522 and 7524 are, optionally, updated at the same time as object 7502-3 moves, as shown in Figures 9T-9U.

**[00245]** In some embodiments, the device detects (7646) liftoff of the first contact , and after detecting liftoff of the first contact, the device maintains (7648) selection of the set of selected objects . Figures 9G-9H, for example, show selection of objects 7502-1, 7502-2 and 7502-3 maintained in response to detection of liftoff of contact 7506. Figures 9J-9K shows selection of objects 7502-1 and 7502-3 maintained after detecting liftoff of contact 7506.

**[00246]** In some embodiments, the respective object is a member of a sub-group of objects that includes the respective object and at least one additional object from the group of objects. Object 7502-3, for example, is a member of Sub-group B along with object 7502-1. While the set of selected objects includes the sub-group of objects, the device detects (7650) a second gesture that includes a second press input corresponding to a second contact (e.g., a finger contact), where the second press input is detected at a location on the touch-sensitive surface that corresponds to the respective object (e.g., after detecting an end of the first gesture and/or liftoff of the first contact). In response (7652) to detecting the second gesture, in accordance with a determination that the second press input had a maximum intensity below the first intensity threshold (e.g., "IT<sub>D</sub>"), the device maintains (7654) selection of the set of selected objects that includes the sub-group of objects; and in accordance with a determination that the second press input had an intensity above the first intensity threshold (e.g., "IT<sub>D</sub>"), the device modifies (7656) the set of selected objects so as to include the respective object and exclude one or more objects in the sub-group of objects. For example, a plurality of shapes is displayed on a canvas, several of which are grouped together in a group. If a user presses lightly (e.g., a press input with a maximum intensity between IT<sub>L</sub> and IT<sub>D</sub>)

on a shape that is a member of the group, the entire group is selected. If the user presses harder (e.g., a press input with a maximum intensity above  $IT_D$ ) on the shape, a sub-group that includes that shape is selected instead of selecting the entire group. However if the sub-group is already selected when the user presses lightly (e.g., a press input with a maximum intensity between  $IT_L$  and  $IT_D$ ) on the shape, then the sub-group is selected, whereas if the user presses harder (e.g., a press input with a maximum intensity above  $IT_D$ ) on the shape while the sub-group is already selected, the shape is selected instead of selecting the sub-group.

[00247] Figures 9L-9O show, for example, a second gesture with contact 7514 detected on touch-sensitive surface 451 while the set of selected objects includes the objects of Sub-group B and cursor 7504 is positioned over object 7502-3. In accordance with a determination that the maximum intensity of contact 7514 is below the first intensity threshold (e.g., " $IT_D$ "), in response to detection of the gesture, selection of objects 7502-1 and 7502-3 are maintained, as shown in Figures 9L-9M. In accordance with a determination that the intensity of contact 7514 is above the first intensity threshold (e.g., " $IT_D$ "), in response to detection of the gesture, the set of selected objects is changed to object 7502-3 and object 7502-3 is excluded, as shown in Figures 9N-9O.

[00248] It should be understood that the particular order in which the operations in Figures 10A-10D have been described is merely exemplary and is not intended to indicate that the described order is the only order in which the operations could be performed. One of ordinary skill in the art would recognize various ways to reorder the operations described herein. Additionally, it should be noted that details of other processes described herein with respect to other methods described herein (e.g., those listed in paragraph [0044]) are also applicable in an analogous manner to method 7600 described above with respect to Figures 10A-10D. For example, the contacts, gestures, user interface objects, intensity thresholds, focus selectors, animations described above with reference to method 7600 optionally have one or more of the characteristics of the contacts, gestures, user interface objects, intensity thresholds, focus selectors, animations described herein with reference to other methods described herein (e.g., those listed in paragraph [0044]). For brevity, these details are not repeated here.

[00249] In accordance with some embodiments, Figure 11 shows a functional block diagram of an electronic device 7700 configured in accordance with the principles of the various described embodiments. The functional blocks of the device are, optionally,

implemented by hardware, software, or a combination of hardware and software to carry out the principles of the various described embodiments. It is understood by persons of skill in the art that the functional blocks described in Figure 11 are, optionally, combined or separated into sub-blocks to implement the principles of the various described embodiments. Therefore, the description herein optionally supports any possible combination or separation or further definition of the functional blocks described herein.

**[00250]** As shown in Figure 11, an electronic device 7700 includes a display unit 7702 configured to display a plurality of user interface objects, wherein two or more of the user interface objects are grouped together in a group of objects and one or more other objects of the plurality of user interface objects are not in the group of objects; a touch-sensitive surface unit 7704 configured to receive gestures; one or more sensor unit 7705 configured to detect intensity of contacts with the touch-sensitive surface unit 7704; and a processing unit 7706 coupled to the display unit 7702, the touch-sensitive surface unit 7704, and the sensor units 7705. In some embodiments, the processing unit 7706 includes a detecting unit 7708, a selecting unit 7710, a moving unit 7712, a maintaining unit 7714, a modifying unit 7716, a display enabling unit 7718, an updating unit 7720, and an adjusting unit 7722.

**[00251]** The processing unit 7706 is configured to: detect a first gesture that includes a first press input corresponding to a first contact, wherein the first press input is detected at a location on the touch-sensitive surface that corresponds to a respective object in the group of objects (e.g., with the detecting unit 7708); and in response to detecting the first gesture, select one or more of the plurality of objects as a set of selected objects (e.g., with the selecting unit 7710). Selecting the set of selected objects includes: in accordance with a determination that the first press input had a maximum intensity below a first intensity threshold, selecting the set of selected objects so as to include the objects in the group of objects and exclude the one or more other objects that are not in the group of objects; and in accordance with a determination that the first press input had an intensity above the first intensity threshold, selecting the set of selected objects so as to include the respective object and exclude one or more objects in the group of objects and the one or more other objects that are not in the group of objects.

**[00252]** In some embodiments, the first gesture includes movement of the first contact across the touch-sensitive surface. The processing unit 7706 is configured to: in response to detecting the first gesture, move the set of selected objects relative to unselected objects that are not included in the set of selected objects (e.g., with the moving unit 7712).

[00253] In some embodiments, the processing unit 7706 is configured to: detect liftoff of the first contact (e.g., with the detecting unit 7708), and after detecting liftoff of the first contact, maintain selection of the set of selected objects (e.g., with the maintaining unit 7714).

[00254] In some embodiments, the respective object is a member of a sub-group of objects that includes the respective object and at least one additional object from the group of objects. The processing unit 7706 is configured to: while the set of selected objects includes the sub-group of objects, detect a second gesture that includes a second press input corresponding to a second contact (e.g., with the detecting unit 7708), wherein the second press input is detected at a location on the touch-sensitive surface that corresponds to the respective object; and in response to detecting the second gesture: in accordance with a determination that the second press input had a maximum intensity below the first intensity threshold, maintain selection of the set of selected objects that includes the sub-group of objects (e.g., with the maintaining unit 7714); and in accordance with a determination that the second press input had an intensity above the first intensity threshold, modify the set of selected objects so as to include the respective object and exclude one or more objects in the sub-group of objects (e.g., with the modifying unit 7716).

[00255] In some embodiments, the respective object is a member of a sub-group of objects that includes the respective object and at least one additional object from the group of objects. Selecting the set of selected objects includes: in accordance with a determination that the first press input had a maximum intensity between the first intensity threshold and a second intensity threshold, selecting the set of selected objects so as to include the objects in the sub-group of objects and exclude one or more objects in the group of objects; and in accordance with a determination that the first press input had a maximum intensity above the second intensity threshold, selecting the set of selected objects so as to include the respective object and exclude one or more objects in the sub-group of objects.

[00256] In some embodiments, the respective object is a member of a sub-group of objects that includes the respective object and at least one additional object from the group of objects. The processing unit 7706 is configured to: while detecting the first contact, enable display of a first group indicator for the group and a second group indicator for the sub-group (e.g., with the display enabling unit 7718), wherein: the first group indicator provides an indication of a first region of the display that includes all of the objects in the group; and the

second group indicator provides an indication of a second region of the display that includes all of the objects in the sub-group.

**[00257]** In some embodiments, the first gesture includes movement of the first contact across the touch-sensitive surface. The processing unit 7706 is configured to: in response to detecting the first gesture: move the set of selected objects relative to unselected objects that are not included in the set of selected objects (e.g., with the moving unit 7712); in accordance with a determination that movement of the set of selected objects includes movement of an object in the group outside of the first region, update the first group indicator to provide an indication of an updated first region of the display that includes all of the objects in the group (e.g., with the updating unit 7720); and in accordance with a determination that movement of the set of selected objects includes movement of an object in the sub-group outside of the second region, update the second group indicator to provide an indication of an updated second region of the display that includes all of the objects in the sub-group (e.g., with the updating unit 7720).

**[00258]** In some embodiments, updating the first group indicator includes displaying an animation of the first group indicator transitioning from indicating the first region to indicating the updated first region.

**[00259]** In some embodiments, updating the second group indicator includes displaying an animation of the second group indicator transitioning from indicating the second region to indicating the updated second region.

**[00260]** In some embodiments, the first group indicator is updated concurrently with the second group indicator.

**[00261]** In some embodiments, the processing unit 7706 is configured to enable display of a current selection indicator indicating one or more objects that will move in accordance with movement of the first contact on the touch-sensitive surface (e.g., with the display enabling unit 7718).

**[00262]** In some embodiments, while the press input has an intensity below the first intensity threshold, the current selection indicator indicates that the group of objects will move in accordance with movement of the first contact on the touch-sensitive surface. The processing unit 7706 is configured to: in response to determining that the press input has exceeded the first intensity threshold, adjust the appearance of the current selection indicator to indicate that the respective object or a sub-group of objects that includes the respective

object will move in accordance with movement of the first contact on the touch-sensitive surface (e.g., with the adjusting unit 7722).

[00263] In some embodiments, adjusting the appearance of the current selection indicator includes displaying an animation of a plurality of resizing handles moving from a first boundary indicating an extent of the group of objects on the display to a second boundary indicating an extent of the respective object or the sub-group of objects on the display.

[00264] The operations in the information processing methods described above are, optionally implemented by running one or more functional modules in information processing apparatus such as general purpose processors (e.g., as described above with respect to Figures 1A and 3) or application specific chips.

[00265] The operations described above with reference to Figures 10A-10D are, optionally, implemented by components depicted in Figures 1A-1B or Figure 11. For example, detection operation 7604 and selection operation 7620 are, optionally, 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 (or whether rotation of the device) corresponds to a predefined event or sub-event, such as selection of an object on a user interface, or rotation of the device from one orientation to another. 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 optionally utilizes or calls data updater 176 or object updater 177 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 Figures 1A-1B.

### **Changing a Distance between a User Interface Objects**

[00266] Many electronic devices have a graphical interface in which user interface objects move closer, or further apart, in response to a user input. Typically the user input includes dragging a user interface object within a user interface in accordance with a user

input including movement of a contact on a touch-sensitive surface. This user input will result in the movement of the user interface object relative to other user interface objects in the user interface. The movement distance of the user interface object, however, is difficult to precisely control with the “dragging” input. The embodiments below improve on existing methods by changing a distance between a first and a second user interface object in response to detecting an increase in intensity of a contact on the touch-sensitive surface, while a focus selector is at a location on the display corresponding to the first user interface object. The change in distance between the first and second user interface objects occurs in response to the increase in intensity of the contact on the touch-sensitive surface instead of or in addition to a “dragging” input corresponding to movement of a contact on the touch-sensitive surface. Furthermore, in some embodiments, the change in distance between the first and the second user interface objects occurs based on a magnetic attraction/repulsion, or other simulated physical property. This method improves the speed and efficiency of rearranging user interface objects in a user interface.

**[00267]** Figures 12A-12I illustrate exemplary user interfaces for changing a distance between user interface objects in accordance with some embodiments. The user interfaces in these figures are used to illustrate the processes described below, including the processes in Figures 13A-13C. Figures 12A-12I include intensity diagrams that show the current intensity of the contact on the touch-sensitive surface relative to a plurality of intensity thresholds including  $IT_0$ ,  $IT_L$ ,  $IT_D$  and  $IT_1$ . In some embodiments, operations similar to those described below with reference to  $IT_D$  are performed with reference to a different intensity threshold (e.g., “ $IT_L$ ”).

**[00268]** In some embodiments, the device is an electronic device with a separate display (e.g., display 450) and a separate touch-sensitive surface (e.g., touch-sensitive surface 451). In some embodiments, the device is portable multifunction device 100, the display is touch-sensitive display system 112, and the touch-sensitive surface includes tactile output generators 167 on the display (Figure 1A). For convenience of explanation, the embodiments described with reference to Figures 12A-12I and 13A-13C will be discussed with reference to display 450 and a separate touch-sensitive surface 451; however, analogous operations are, optionally, performed on a device with a touch-sensitive display system 112 in response to detecting the contacts described in Figures 12A-12I on the touch-sensitive display system 112 while displaying the user interfaces shown in Figures 12A-12I on the touch-sensitive display system 112; in such embodiments, the focus selector is, optionally: a respective contact, a

representative point corresponding to a contact (e.g., a centroid of a respective contact or a point associated with a respective contact), or a centroid of two or more contacts detected on the touch-sensitive display system 112, in place of cursor 15006.

**[00269]** Figure 12A illustrates a user interface 15000 with a plurality of user interface objects 15002 on the display 450, including a first user interface object 15002-1, a second user interface object 15002-2 and a third user interface object 15002-3. Figure 12A further illustrates a contact 15004 detected on touch-sensitive surface 451 and a displayed representation of a focus selector (e.g., cursor 15006) corresponding to contact 15004 at a location on the display corresponding to the first user interface object 15002-1. In this example, the intensity of the contact 15004 is between  $IT_L$  and  $IT_D$  (e.g., an intensity associated with repositioning user interface objects in response to dragging inputs, sometimes called a light press intensity level).

**[00270]** Figures 12A-12C illustrate a sequence in which the distance between the first user interface object and the second user interface object changes by an amount based on the intensity of the contact. In this example, the intensity of the contact 15004 increases from the intensity of the contact 15004 in Figure 12A to a level above  $IT_D$  and below  $IT_1$  in Figure 12B, and then to a level above  $IT_1$  in Figure 12C. In response, to detecting the increase in intensity of contact 15004, the device moves the second user interface object 15001-2 away from the first user interface user 15001-1 in Figures 12B and 12C. Additionally, the intensity of contact 15004 in Figure 12C (e.g., above  $IT_1$ ) is higher than the intensity of contact 15004 in Figure 12B (e.g., below  $IT_1$ ) and thus user interface object 15002-2 is moved farther in Figure 12C (e.g., from location 15002-2-a in Figure 12A to location 15002-2-c in Figure 12C) than in Figure 12B (e.g., from location 15002-2-a in Figure 12A to location 15002-2-b in Figure 12B).

**[00271]** Figures 12A and 12B illustrate a sequence in which changing the distance between the first user interface object and the second user interface object includes moving the second user interface object away from the first user interface object on the display while maintaining the first user interface object at a respective location on the display. In this example, the second user interface object 15002-2 moves away from the first user interface object 15002-1 (e.g., from location 15002-2-a in Figure 12A to location 15002-2-b in Figure 12B) in response to an increase in the intensity of the contact 15004 (e.g., from a level below  $IT_D$  in Figure 12A to a level above  $IT_D$  in Figure 12B). Furthermore, in this exemplary

sequence, the first user interface object 15002-1 maintains its position at a respective location (e.g., location 15002-1-a) on the display 450.

**[00272]** Figures 12A and 12D illustrate a sequence in which changing the distance between the first user interface object and the second user interface object includes moving the second user interface object toward the first user interface object on the display while maintaining the first user interface object at a respective location on the display. In this example, the second user interface object 15002-2 moves towards the first user interface object 15002-1 (e.g., from location 15002-2-a in Figure 12A to location 15002-2-d in Figure 12D) in response to an increase in the intensity of the contact 15004 (e.g., from a level below  $IT_D$  in Figure 12A to a level above  $IT_D$  in Figure 12D). Furthermore, in this exemplary sequence, the first user interface object 15002-1 maintains its position at a respective location (e.g., location 15002-1-a) on the display 450.

**[00273]** Figures 12A and 12E illustrate a sequence in which changing the distance between the first user interface object and the second user interface object includes moving the first user interface object away from the second user interface object on the display while maintaining the second user interface object at a respective location on the display. In this example, the first user interface object 15002-1 moves away from the second user interface object 15002-2 (e.g., from location 15002-1-a in Figure 12A to location 15002-1-b in Figure 12E) in response to an increase in the intensity of the contact 15004 (e.g., from a level below  $IT_D$  in Figure 12A to a level above  $IT_D$  in Figure 12E). Furthermore, in this exemplary sequence, the second user interface object 15002-2 maintains its position at a respective location (e.g., location 15002-2-a) on the display 450.

**[00274]** Figures 12A and 12F illustrate a sequence in which changing the distance between the first user interface object and the second user interface object includes moving the first user interface object toward the second user interface object on the display while maintaining the second user interface object at a respective location on the display. In this example, the first user interface object 15002-1 moves towards the second user interface object 15002-2 (e.g., from location 15002-1-a in Figure 12A to location 15002-1-c in Figure 12F) in response to an increase in the intensity of contact the 15004 (e.g., from a level below  $IT_D$  in Figure 12A to a level above  $IT_D$  in Figure 12F). Furthermore, in this exemplary sequence, the second user interface object 15002-2 maintains its position at a respective location (e.g., location 15002-2-a) on the display 450.

[00275] Figures 12A and 12G illustrate a sequence in which a distance between the first user interface object and a third user interface object changes in accordance with an intensity of the contact on the touch-sensitive surface. In this example, the second user interface object 15002-2 and the third user interface object 15002-3 move towards the first user interface object 15002-1 (e.g., the second interface object 15002-2 moved from location 15002-2-a in Figure 12A to location 15002-2-e in Figure 12G, and the third interface object 15002-3 moved from location 15002-3-a in Figure 12A to location 15002-3-b in Figure 12G) in accordance with the intensity of the contact 15004 (e.g., an increase in the intensity of the contact 15004 from a level below  $IT_D$  in Figure 12A to a level above  $IT_D$  in Figure 12G) on the touch-sensitive surface 451. Furthermore, in this exemplary sequence, the first user interface object 15002-1 maintains its position at a respective location (e.g., location 15002-1-a) on the display 450.

[00276] Figures 12A and 12H-12I illustrate a sequence in which changing the distance between the first user interface object and the second user interface object includes: in accordance with a determination that the intensity of the contact is in a first (e.g., higher) range of intensity values, increase the distance between the first user interface object and the second user interface object; and in accordance with a determination that the intensity of the contact is in a second (e.g., lower) range of intensity values different from the first range of intensity values, decrease the distance between the first user interface object and the second user interface object. Figures 12A and 12H, for example, show decreasing the distance between the second user interface object 15002-2 and the first user interface object 15002-1 (e.g., the second user interface 15002-2 object moved from location 15002-2-a in Figure 12A to location 15002-2-f in Figure 12H) in accordance with the determination that the intensity of the contact 15004 is in the second (e.g., lower) range of intensity values (e.g., at a level between  $IT_D$  and  $IT_1$  in Figure 12H). Then, for example, Figures 12H-12I show increasing the distance between the second user interface object 15002-2 and the first user interface object 15002-1 (e.g., the second user interface object 15002-2 moved from location 15001-2-f in Figure 12H to location 15001-2-g in Figure 12I) in accordance with the determination that the intensity of the contact 15004 is in the first (e.g., higher) range of intensity values (e.g., at a level above  $IT_1$  in Figure 12I).

[00277] Figures 13A-13C are flow diagrams illustrating a method 15100 of changing a distance between user interface objects in accordance with some embodiments. The method 15100 is performed at an electronic device (e.g., device 300, Figure 3, or portable

multifunction device 100, Figure 1A) 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 15100 are, optionally, combined and/or the order of some operations is, optionally, changed.

**[00278]** As described below, the method 15100 provides an intuitive way to change a distance between user interface objects. The method reduces the cognitive burden on a user when changing a distance between user interface objects, thereby creating a more efficient human-machine interface. For battery-operated electronic devices, enabling a user to change a distance between user interface objects faster and more efficiently conserves power and increases the time between battery charges.

**[00279]** The device displays (15102) a plurality of user interface objects on the display, where the plurality of user interface objects include a first user interface object and a second user interface object. Figure 12A, for example, shows user interface 15000 displayed on display 450. Furthermore, Figure 12A, for example, shows user interface objects 15002 on the display 450, including first user interface object 15002-1, second user interface object 15002-2 and third user interface object 15002-3.

**[00280]** While a focus selector (e.g., cursor 15006 when the touch-sensitive surface 451 is separate from display 450 or contact 15004 when the touch-sensitive surface is part of or coincident with the display) is at a location on the display corresponding to the first user interface object, the device detects (15104) a gesture that includes an increase in intensity of a contact on the touch-sensitive surface. Figure 12A, for example, shows a cursor 15006 at a location on the display 450 corresponding to the first user interface object 15002-1. Figures 12A-12B, for example, show a sequence in which the gesture includes an increase in intensity of the contact 15004 on the touch-sensitive surface 451 (e.g., from a level below  $IT_D$  in Figure 12A, to a level above  $IT_D$  in Figure 12B).

**[00281]** In some embodiments, the gesture is (15106) a stationary gesture (e.g., a stationary press input) that does not include lateral movement of the contact on the touch-sensitive surface. Figures 12A-12I, for example, show plurality of a sequences which do not include lateral movement of the contact 15004 on the touch-sensitive surface 451, as described in greater detail above with reference to Figures 12A-12I.

**[00282]** In response to detecting (15108) the gesture, the device changes (15110) a distance between the first user interface object and the second user interface object in accordance with an intensity of the contact on the touch-sensitive surface. Figures 12A-12B, for example, show a sequence in which the distance between the first user interface object 15002-1 and the second user interface object 15002-2 increases in accordance with the intensity of the contact 15004 on the touch-sensitive surface 451 (e.g., the intensity of the contact 15004 increases from a level below  $IT_D$  in Figure 12A to a level above  $IT_D$  in Figure 12B).

**[00283]** In some embodiments, the distance between the first user interface object and the second user interface object changes (15112) at a rate based on the intensity of the contact (e.g., different rates of movement of the second user interface object are associated with corresponding contact intensity values of a plurality of different contact intensity values detectable by the device). For example, the distance between the first user interface object 15002-1 and the second user interface object 15002-2 changes at a faster rate in the sequence from Figure 12A to 12C, than in the sequence from Figure 12A to 12B based on the intensity of contact 15004 (e.g., the intensity of contact 15004 is above  $IT_1$  in Figure 12C, and, in contrast, the intensity of contact 15004 is below  $IT_1$  in Figure 12B).

**[00284]** In some embodiments, the distance between the first user interface object and the second user interface object changes (15114) by an amount based on the intensity of the contact (e.g., different amounts/distances of movement of the second user interface object on the display are associated with corresponding contact intensity values of a plurality of different contact intensity values detectable by the device). For example, the distance between the first user interface object 15002-1 and the second user interface object 15002-2 changes by a first distance corresponding to the intensity of contact 15004 in Figure 12B and changes by a second distance corresponding to the intensity of contact in Figure 12C, where the second distance is longer than the first distance. Thus, in the example illustrated in Figures 12A-12C, the second user interface object 15002-2 has moved farther from the first user interface object 15002-1 in Figure 12C when the contact 15004 had an intensity above  $IT_1$ , than it moved in Figure 12B when the contact had an intensity below  $IT_1$ .

**[00285]** In some embodiments, the distance between the first user interface object and the second user interface object changes (15116) based at least in part on a current distance between the first user interface object and the second user interface object. For example, the attract/repel speed of the user interface objects is based on the distance between the objects,

so that, in some situations when the intensity of the contact is maintained at a same level, as objects get further away from the first user interface object, the objects slow down; whereas if the objects get closer to the first user interface object, the objects speed up.

**[00286]** In some embodiments, changing the distance between the first user interface object and the second user interface object includes moving (15118) the second user interface object away from the first user interface object on the display while maintaining the first user interface object at a respective location on the display (e.g., the first user interface object is stationary). Figures 12A-12B, for example, show a sequence in which the second user interface object 15002-2 moves away from the first user interface object 15002-1 on the display 450 while the first user interface object 15002-1 is stationary.

**[00287]** In some embodiments, changing the distance between the first user interface object and the second user interface object includes moving (15120) the second user interface object toward the first user interface object on the display while maintaining the first user interface object at a respective location on the display (e.g., the first user interface object is stationary). Figures 12A and 12D, for example, show a sequence in which the second user interface object 15002-2 moves toward the first user interface object 15002-1 on the display 450 while the first user interface object 15002-1 is stationary.

**[00288]** In some embodiments, changing the distance between the first user interface object and the second user interface object includes moving (15122) the first user interface object away from the second user interface object on the display while maintaining the second user interface object at a respective location on the display (e.g., the second user interface object is stationary). Figures 12A and 12E, for example, show a sequence in which the first user interface object 15002-1 moves away from the second user interface object 15002-2 on the display 450 while the second user interface object 15002-2 is stationary.

**[00289]** In some embodiments, changing the distance between the first user interface object and the second user interface object includes moving (15124) the first user interface object toward the second user interface object on the display while maintaining the second user interface object at a respective location on the display (e.g., the second user interface object is stationary). Figures 12A and 12F, for example, show a sequence in which the first user interface object 15002-1 moves toward the second user interface object 15002-2 on the display 450 while the second user interface object 15002-2 is stationary.

**[00290]** In some embodiments, changing the distance between the first user interface object and the second user interface object includes: mapping (15126) intensity values of the contact to values of a simulated physical property; and changing the distance between the first user interface object and the second user interface object in accordance with the values of the simulated physical property corresponding to the intensity values of the contact. In some embodiments, the simulated physical property is magnetic/electrostatic attraction/repulsion or gravitational attraction, where intensity is mapped to a simulated “magnetic moment,” “size of charge” or “mass” of the first user interface object and the second user interface object also has a simulated “magnetic moment,” “size of charge” or “mass.” In some embodiments, the first user interface object and the second user interface object interact in accordance with equations corresponding to the simulated physical property (e.g., for gravitational attraction, the force between two user interface objects would change inversely with the square of the distance between the two user interface objects).

**[00291]** In some embodiments, changing the distance between the first user interface object and the second user interface object includes: in accordance with a determination that the intensity of the contact is in a first range of intensity values, (e.g., between a first intensity threshold and a second intensity threshold) increasing (15128) the distance between the first user interface object and the second user interface object; and in accordance with a determination that the intensity of the contact is in a second range of intensity values (e.g., between a third intensity threshold and a fourth intensity threshold) different from the first range of intensity values, decreasing the distance between the first user interface object and the second user interface object. In some embodiments, the first range of intensity values is higher than the second range of intensity values (e.g., all of the values in the first range of intensity values are higher than the highest value in the second range of intensity values). In some embodiments, the first range of intensity values is lower than the second range of intensity values (e.g., all of the values in the first range of intensity values are lower than the lowest value in the second range of intensity values). In some embodiments an amount of attraction/repulsion between the first user interface object and the second user interface object changes in the first/second range of intensity values based on a current intensity of the contact.

**[00292]** As one example, a user can press down while a focus selector (e.g., cursor 15006) is over a respective user interface object at a first intensity to attract other user interface objects to the respective user interface object; however, the user can also press

harder to repel other user interface objects from the respective user interface object. Figures 12A and 12H, for example, show a sequence in which the distance between the first user interface object 15002-1 and the second (e.g., lower) user interface object 15002-2 decreases (e.g., the second user interface object is attracted to the first user interface object) in accordance with the determination that the intensity of the contact 15004 is in the second range of intensity values (e.g., at a level between  $IT_D$  and  $IT_1$ ). Figures 12H and 12I, for example, then show a sequence in which the distance between the first user interface object 15002-1 and the second user interface object 15002-2 increases (e.g., the second user interface object is repelled from the first user interface object) in accordance with the determination that the intensity of the contact 15004 is in the first (e.g., higher) range of intensity values (e.g., at a level above  $IT_1$ ).

**[00293]** In some embodiments, in response to detecting the gesture, the device changes (15130) a distance between the first user interface object and a third user interface object in accordance with the intensity of the contact on the touch-sensitive surface. In some embodiments, the device attracts or repels a plurality of user interface objects (e.g., all objects within a predefined radius, or the two closest objects) from the first user interface object in accordance with the intensity of the contact. Figures 12A and 12G, for example, show a sequence in which the distance between the first user interface object 15002-1 and the third user interface object 15002-3 decreases in accordance with the intensity of the contact 15004 on the touch-sensitive surface 451 (e.g., the intensity of contact 15004 increases from a level below  $IT_D$  in Figure 12A to a level above  $IT_D$  in Figure 12G). In some embodiments, more than two objects are attracted or repelled from the respective object associated with the focus selector. In some embodiments objects that are different distances from the respective object associated with the focus selector move at different rates or by different amounts in accordance with the intensity of the contact (e.g., objects closer to the respective object move farther and/or more quickly than objects farther away from the respective object).

**[00294]** It should be understood that the particular order in which the operations in Figures 13A-13C have been described is merely exemplary and is not intended to indicate that the described order is the only order in which the operations could be performed. One of ordinary skill in the art would recognize various ways to reorder the operations described herein. Additionally, it should be noted that details of other processes described herein with respect to other methods described herein (e.g., those listed in paragraph [0044]) are also applicable in an analogous manner to method 15100 described above with respect to Figures

13A-13C. For example, the contacts, gestures, user interface objects, intensity thresholds, and focus selectors described above with reference to method 15100 optionally have one or more of the characteristics of the contacts, gestures, user interface objects, intensity thresholds, and focus selectors described herein with reference to other methods described herein (e.g., those listed in paragraph [0044]). For brevity, these details are not repeated here.

**[00295]** In accordance with some embodiments, Figure 14 shows a functional block diagram of an electronic device 15200 configured in accordance with the principles of the various described embodiments. The functional blocks of the device are, optionally, implemented by hardware, software, or a combination of hardware and software to carry out the principles of the various described embodiments. It is understood by persons of skill in the art that the functional blocks described in Figure 14 are, optionally, combined or separated into sub-blocks to implement the principles of the various described embodiments. Therefore, the description herein optionally supports any possible combination or separation or further definition of the functional blocks described herein.

**[00296]** As shown in Figure 14, an electronic device 15200 includes a display unit 15202 configured to display a plurality of user interface objects on the display, where the plurality of user interface objects include a first user interface object and a second user interface object, a touch-sensitive surface unit 15204 configured to receive contacts, one or more sensor units 15206 configured to detect intensity of contacts with the touch-sensitive surface unit 15204; and a processing unit 15208 coupled to the display unit 15202, the touch-sensitive surface unit 15204 and the one or more sensor units 15206. In some embodiments, the processing unit 15208 includes a detecting unit 15210, a changing unit 15212, a mapping unit 15214 and a determining unit 15216.

**[00297]** The processing unit 15208 is configured to: while a focus selector is at a location on the display corresponding to the first user interface object, detect (e.g., with the detecting unit 15210) a gesture that includes an increase in intensity of a contact on the touch-sensitive surface unit 15204; and in response to detecting the gesture, change (e.g., with the changing unit 15212) a distance between the first user interface object and the second user interface object in accordance with an intensity of the contact on the touch-sensitive surface unit 15204.

**[00298]** In some embodiments, the gesture is a stationary gesture that does not include lateral movement of the contact on the touch-sensitive surface unit 15204.

**[00299]** In some embodiments, the processing unit 15208 is configured to change (e.g., with the changing unit 15212) the distance between the first user interface object and the second user interface object by moving the second user interface object away from the first user interface object on the display while maintaining the first user interface object at a respective location on the display unit 15202.

**[00300]** In some embodiments, the processing unit 15208 is configured to change (e.g., with the changing unit 15212) the distance between the first user interface object and the second user interface object by moving the second user interface object toward the first user interface object on the display while maintaining the first user interface object at a respective location on the display unit 15202.

**[00301]** In some embodiments, the processing unit 15208 is configured to change (e.g., with the changing unit 15212) the distance between the first user interface object and the second user interface object by moving the first user interface object away from the second user interface object on the display while maintaining the second user interface object at a respective location on the display unit 15202.

**[00302]** In some embodiments, the processing unit 15208 is configured to change (e.g., with the changing unit 15212) the distance between the first user interface object and the second user interface object by moving the first user interface object toward the second user interface object on the display while maintaining the second user interface object at a respective location on the display unit 15202.

**[00303]** In some embodiments, the processing unit 15208 is configured to change (e.g., with the changing unit 15212) the distance between the first user interface object and the second user interface object at a rate based on the intensity of the contact.

**[00304]** In some embodiments, the processing unit 15208 is configured to change (e.g., with the changing unit 15212) the distance between the first user interface object and the second user interface object by an amount based on the intensity of the contact.

**[00305]** In some embodiments, the processing unit 15208 is configured to change (e.g., with the changing unit 15212) the distance between the first user interface object and the second user interface object by: mapping (e.g., with the mapping unit 15214) intensity values of the contact to values of a simulated physical property; and changing (e.g., with the changing unit 15212) the distance between the first user interface object and the second user

interface object in accordance with the values of the simulated physical property corresponding to the intensity values of the contact.

**[00306]** In some embodiments, the processing unit 15208 is configured to change (e.g., with the changing unit 15212) a distance between the first user interface object and a third user interface object in accordance with the intensity of the contact on the touch-sensitive surface unit 15204 in response to detecting (e.g., with the detecting unit 15210) the gesture.

**[00307]** In some embodiments, the processing unit 15208 is configured to change (e.g., with the changing unit 15212) the distance between the first user interface object and the second user interface object by: in accordance with a determination (e.g., made by the determining unit 15216) that the intensity of the contact is in a first range of intensity values, increasing (e.g., with the changing unit 15212) the distance between the first user interface object and the second user interface object; and in accordance with a determination (e.g., made by the determining unit 15216) that the intensity of the contact is in a second range of intensity different from the first range of intensity values, decreasing (e.g., with the changing unit 15212) the distance between the first user interface object and the second user interface object.

**[00308]** The operations in the information processing methods described above are, optionally implemented by running one or more functional modules in information processing apparatus such as general purpose processors (e.g., as described above with respect to Figures 1A and 3) or application specific chips.

**[00309]** The operations described above with reference to Figures 13A-13C and 152 are, optionally, implemented by components depicted in Figures 1A-1B or Figure 14. For example, displaying operation 15102, detecting operation 15108, changing operations 15118-15124, mapping operation 15126, and determining operation 15128 are, optionally, 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 optionally utilizes or calls data updater 176 or object updater 177 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 Figures 1A-1B.

**[00310]** It should be understood that the particular order in which the operations have been described above is merely exemplary and is not intended to indicate that the described order is the only order in which the operations could be performed. One of ordinary skill in the art would recognize various ways to reorder the operations described herein. Additionally, it should be noted that the various processes separately described herein (e.g., those listed in paragraph [0044]) can be combined with each other in different arrangements. For example, the contacts, user interface objects, tactile sensations, intensity thresholds, and/or focus selectors described above with reference to any one of the various processes separately described herein (e.g., those listed in paragraph [0044]) optionally have one or more of the characteristics of the contacts, gestures, user interface objects, tactile sensations, intensity thresholds, and focus selectors described herein with reference to one or more of the other methods described herein (e.g., those listed in paragraph [0044]). For brevity, all of the various possible combinations are not specifically enumerated here, but it should be understood that the claims described above may be combined in any way that is not precluded by mutually exclusive claim features.

**[00311]** 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 various described embodiments 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 various described embodiments and their practical applications, to thereby enable others skilled in the art to best utilize the various described embodiments with various modifications as are suited to the particular use contemplated.

What is claimed is:

1. A method, comprising:

at an electronic device with a touch-sensitive surface and a display, wherein the device includes one or more sensors to detect intensity of contacts with the touch-sensitive surface:

displaying a plurality of user interface objects on the display, wherein two or more of the user interface objects are grouped together in a group of objects and one or more other objects of the plurality of user interface objects are not in the group of objects;

detecting a first gesture that includes a first press input corresponding to a first contact, wherein the first press input is detected at a location on the touch-sensitive surface that corresponds to a respective object in the group of objects; and

in response to detecting the first gesture, selecting one or more of the plurality of objects as a set of selected objects, wherein selecting the set of selected objects includes:

in accordance with a determination that the first press input had a maximum intensity below a first intensity threshold, selecting the set of selected objects so as to include the objects in the group of objects and exclude the one or more other objects that are not in the group of objects; and

in accordance with a determination that the first press input had an intensity above the first intensity threshold, selecting the set of selected objects so as to include the respective object and exclude:

one or more objects in the group of objects; and

the one or more other objects that are not in the group of objects.

2. The method of claim 1, wherein:

the first gesture includes movement of the first contact across the touch-sensitive surface; and

the method includes, in response to detecting the first gesture, moving the set of selected objects relative to unselected objects that are not included in the set of selected objects.

3. The method of any of claims 1-2, including:

detecting liftoff of the first contact; and

after detecting liftoff of the first contact, maintaining selection of the set of selected objects.

4. The method of any of claims 1-3, wherein:

the respective object is a member of a sub-group of objects that includes the respective object and at least one additional object from the group of objects; and  
the method includes:

while the set of selected objects includes the sub-group of objects, detecting a second gesture that includes a second press input corresponding to a second contact, wherein the second press input is detected at a location on the touch-sensitive surface that corresponds to the respective object; and

in response to detecting the second gesture:

in accordance with a determination that the second press input had a maximum intensity below the first intensity threshold, maintaining selection of the set of selected objects that includes the sub-group of objects; and

in accordance with a determination that the second press input had an intensity above the first intensity threshold, modifying the set of selected objects so as to include the respective object and exclude one or more objects in the sub-group of objects.

5. The method of any of claims 1-4, wherein:

the respective object is a member of a sub-group of objects that includes the respective object and at least one additional object from the group of objects; and  
selecting the set of selected objects includes:

in accordance with a determination that the first press input had a maximum intensity between the first intensity threshold and a second intensity threshold, selecting the set of selected objects so as to include the objects in the sub-group of objects and exclude one or more objects in the group of objects; and

in accordance with a determination that the first press input had a maximum intensity above the second intensity threshold, selecting the set of selected objects so as to include the respective object and exclude one or more objects in the sub-group of objects.

6. The method of any of claims 1-5, wherein:

the respective object is a member of a sub-group of objects that includes the respective object and at least one additional object from the group of objects; and

the method includes, while detecting the first contact, displaying a first group indicator for the group and a second group indicator for the sub-group, wherein:

the first group indicator provides an indication of a first region of the display that includes all of the objects in the group; and

the second group indicator provides an indication of a second region of the display that includes all of the objects in the sub-group.

7. The method of claim 6, wherein:

the first gesture includes movement of the first contact across the touch-sensitive surface; and

the method includes, in response to detecting the first gesture:

moving the set of selected objects relative to unselected objects that are not included in the set of selected objects;

in accordance with a determination that movement of the set of selected objects includes movement of an object in the group outside of the first region, updating the first group indicator to provide an indication of an updated first region of the display that includes all of the objects in the group; and

in accordance with a determination that movement of the set of selected objects includes movement of an object in the sub-group outside of the second region, updating the second group indicator to provide an indication of an updated second region of the display that includes all of the objects in the sub-group.

8. The method of claim 7, wherein updating the first group indicator includes displaying an animation of the first group indicator transitioning from indicating the first region to indicating the updated first region.

9. The method of any of claims 7-8, wherein updating the second group indicator includes displaying an animation of the second group indicator transitioning from indicating the second region to indicating the updated second region.

10. The method of any of claims 7-9, wherein the first group indicator is updated concurrently with the second group indicator.

11. The method of any of claims 1-10, including displaying a current selection indicator indicating one or more objects that will move in accordance with movement of the first contact on the touch-sensitive surface.

12. The method of claim 11, including:

while the first press input has an intensity below the first intensity threshold, the current selection indicator indicates that the group of objects will move in accordance with movement of the first contact on the touch-sensitive surface; and

in response to determining that the first press input has exceeded the first intensity threshold, adjusting the appearance of the current selection indicator to indicate that the respective object or a sub-group of objects that includes the respective object will move in accordance with movement of the first contact on the touch-sensitive surface.

13. The method of claim 12, wherein adjusting the appearance of the current selection indicator includes displaying an animation of a plurality of resizing handles moving from a first boundary indicating an extent of the group of objects on the display to a second boundary indicating an extent of the respective object or the sub-group of objects on the display.

14. An electronic device, comprising:

a display;

a touch-sensitive surface;

one or more sensors to detect intensity of contacts with the touch-sensitive surface;

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:

displaying a plurality of user interface objects on the display, wherein two or more of the user interface objects are grouped together in a group of objects and one or more other objects of the plurality of user interface objects are not in the group of objects;

detecting a first gesture that includes a first press input corresponding to a first contact, wherein the first press input is detected at a location on the touch-sensitive surface that corresponds to a respective object in the group of objects; and

in response to detecting the first gesture, selecting one or more of the plurality of objects as a set of selected objects, wherein selecting the set of selected objects includes:

in accordance with a determination that the first press input had a maximum intensity below a first intensity threshold, selecting the set of selected objects so as to include

the objects in the group of objects and exclude the one or more other objects that are not in the group of objects; and

in accordance with a determination that the first press input had an intensity above the first intensity threshold, selecting the set of selected objects so as to include the respective object and exclude:

one or more objects in the group of objects; and

the one or more other objects that are not in the group of objects.

15. A computer readable storage medium storing one or more programs, the one or more programs comprising instructions, which when executed by an electronic device with a display, a touch-sensitive surface, and one or more sensors to detect intensity of contacts with the touch-sensitive surface, cause the device to:

display a plurality of user interface objects on the display, wherein two or more of the user interface objects are grouped together in a group of objects and one or more other objects of the plurality of user interface objects are not in the group of objects;

detect a first gesture that includes a first press input corresponding to a first contact, wherein the first press input is detected at a location on the touch-sensitive surface that corresponds to a respective object in the group of objects; and

in response to detecting the first gesture, select one or more of the plurality of objects as a set of selected objects, wherein selecting the set of selected objects includes:

in accordance with a determination that the first press input had a maximum intensity below a first intensity threshold, selecting the set of selected objects so as to include the objects in the group of objects and exclude the one or more other objects that are not in the group of objects; and

in accordance with a determination that the first press input had an intensity above the first intensity threshold, selecting the set of selected objects so as to include the respective object and exclude:

one or more objects in the group of objects; and

the one or more other objects that are not in the group of objects.

16. A graphical user interface on an electronic device with a display, a touch-sensitive surface, and one or more sensors to detect intensity of contacts with the touch-sensitive surface, a memory, and one or more processors to execute one or more programs stored in the memory, the graphical user interface comprising:

a plurality of user interface objects, wherein two or more of the user interface objects are grouped together in a group of objects and one or more other objects of the plurality of user interface objects are not in the group of objects;

wherein:

in response to detection of a first gesture that includes a first press input corresponding to a first contact, wherein the first press input is detected at a location on the touch-sensitive surface that corresponds to a respective object in the group of objects, one or more of the plurality of objects are selected as a set of selected objects, wherein selecting the set of selected objects includes:

in accordance with a determination that the first press input had a maximum intensity below a first intensity threshold, selecting the set of selected objects so as to include the objects in the group of objects and exclude the one or more other objects that are not in the group of objects; and

in accordance with a determination that the first press input had an intensity above the first intensity threshold, selecting the set of selected objects so as to include the respective object and exclude:

one or more objects in the group of objects; and

the one or more other objects that are not in the group of objects.

17. An electronic device, comprising:

a display;

a touch-sensitive surface;

one or more sensors to detect intensity of contacts with the touch-sensitive surface;

and

means for displaying a plurality of user interface objects on the display, wherein two or more of the user interface objects are grouped together in a group of objects and one or more other objects of the plurality of user interface objects are not in the group of objects;

means for detecting a first gesture that includes a first press input corresponding to a first contact, wherein the first press input is detected at a location on the touch-sensitive surface that corresponds to a respective object in the group of objects; and

means, responsive to detecting the first gesture, for selecting one or more of the plurality of objects as a set of selected objects, wherein selecting the set of selected objects includes:

in accordance with a determination that the first press input had a maximum intensity below a first intensity threshold, selecting the set of selected objects so as to include the objects in the group of objects and exclude the one or more other objects that are not in the group of objects; and

in accordance with a determination that the first press input had an intensity above the first intensity threshold, selecting the set of selected objects so as to include the respective object and exclude:

one or more objects in the group of objects; and

the one or more other objects that are not in the group of objects.

18. An information processing apparatus for use in an electronic device with a display, a touch-sensitive surface, and one or more sensors to detect intensity of contacts with the touch-sensitive surface, comprising:

means for displaying a plurality of user interface objects on the display, wherein two or more of the user interface objects are grouped together in a group of objects and one or more other objects of the plurality of user interface objects are not in the group of objects;

means for detecting a first gesture that includes a first press input corresponding to a first contact, wherein the first press input is detected at a location on the touch-sensitive surface that corresponds to a respective object in the group of objects; and

means, responsive to detecting the first gesture, for selecting one or more of the plurality of objects as a set of selected objects, wherein selecting the set of selected objects includes:

in accordance with a determination that the first press input had a maximum intensity below a first intensity threshold, selecting the set of selected objects so as to include the objects in the group of objects and exclude the one or more other objects that are not in the group of objects; and

in accordance with a determination that the first press input had an intensity above the first intensity threshold, selecting the set of selected objects so as to include the respective object and exclude:

one or more objects in the group of objects; and

the one or more other objects that are not in the group of objects.

19. An electronic device, comprising:  
a display;

a touch-sensitive surface;  
one or more sensors to detect intensity of contacts with the touch-sensitive surface;  
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 performing any of the methods of claims 1-13.

20. A computer readable storage medium storing one or more programs, the one or more programs comprising instructions, which when executed by an electronic device with a display, a touch-sensitive surface, and one or more sensors to detect intensity of contacts with the touch-sensitive surface, cause the device to perform any of the methods of claims 1-13.

21. A graphical user interface on an electronic device with a display, a touch-sensitive surface, one or more sensors to detect intensity of contacts with the touch-sensitive surface, a memory, and one or more processors to execute one or more programs stored in the memory, the graphical user interface comprising user interfaces displayed in accordance with any of the methods of claims 1-13.

22. An electronic device, comprising:  
a display;  
a touch-sensitive surface;  
one or more sensors to detect intensity of contacts with the touch-sensitive surface;  
and  
means for performing any of the methods of claims 1-13.

23. An information processing apparatus for use in an electronic device with a display, a touch-sensitive surface, and one or more sensors to detect intensity of contacts with the touch-sensitive surface, comprising:  
means for performing any of the methods of claims 1-13.

24. An electronic device, comprising:  
a display unit configured to display a plurality of user interface objects, wherein two or more of the user interface objects are grouped together in a group of objects and one or more other objects of the plurality of user interface objects are not in the group of objects;  
a touch-sensitive surface unit configured to receive gestures;

one or more sensor units configured to detect intensity of contacts with the touch-sensitive surface unit; and

a processing unit coupled to the display unit, the touch-sensitive surface unit, and the sensor units the processing unit configured to:

detect a first gesture that includes a first press input corresponding to a first contact, wherein the first press input is detected at a location on the touch-sensitive surface that corresponds to a respective object in the group of objects; and

in response to detecting the first gesture, select one or more of the plurality of objects as a set of selected objects, wherein selecting the set of selected objects includes:

in accordance with a determination that the first press input had a maximum intensity below a first intensity threshold, selecting the set of selected objects so as to include the objects in the group of objects and exclude the one or more other objects that are not in the group of objects; and

in accordance with a determination that the first press input had an intensity above the first intensity threshold, selecting the set of selected objects so as to include the respective object and exclude:

one or more objects in the group of objects; and

the one or more other objects that are not in the group of objects.

25. The electronic device of claim 24, wherein:

the first gesture includes movement of the first contact across the touch-sensitive surface; and the processing unit is configured to:

in response to detecting the first gesture, move the set of selected objects relative to unselected objects that are not included in the set of selected objects.

26. The electronic device of any of claims 24-25, wherein the processing unit is configured to:

detect liftoff of the first contact; and

after detecting liftoff of the first contact, maintain selection of the set of selected objects.

27. The electronic device of any of claims 24-26, wherein:

the respective object is a member of a sub-group of objects that includes the respective object and at least one additional object from the group of objects; and

wherein the processing unit is configured to:

while the set of selected objects includes the sub-group of objects, detect a second gesture that includes a second press input corresponding to a second contact, wherein the second press input is detected at a location on the touch-sensitive surface that corresponds to the respective object; and

in response to detecting the second gesture:

in accordance with a determination that the second press input had a maximum intensity below the first intensity threshold, maintain selection of the set of selected objects that includes the sub-group of objects; and

in accordance with a determination that the second press input had an intensity above the first intensity threshold, modify the set of selected objects so as to include the respective object and exclude one or more objects in the sub-group of objects.

28. The electronic device of any of claims 24-27, wherein:

the respective object is a member of a sub-group of objects that includes the respective object and at least one additional object from the group of objects; and

selecting the set of selected objects includes:

in accordance with a determination that the first press input had a maximum intensity between the first intensity threshold and a second intensity threshold, selecting the set of selected objects so as to include the objects in the sub-group of objects and exclude one or more objects in the group of objects; and

in accordance with a determination that the first press input had a maximum intensity above the second intensity threshold, selecting the set of selected objects so as to include the respective object and exclude one or more objects in the sub-group of objects.

29. The electronic device of any of claims 24-28, wherein:

the respective object is a member of a sub-group of objects that includes the respective object and at least one additional object from the group of objects; and

wherein the processing unit is configured to:

while detecting the first contact, enable display of a first group indicator for the group and a second group indicator for the sub-group, wherein:

the first group indicator provides an indication of a first region of the display that includes all of the objects in the group; and

the second group indicator provides an indication of a second region of the display that includes all of the objects in the sub-group.

30. The electronic device of claim 29, wherein:

the first gesture includes movement of the first contact across the touch-sensitive surface; and

wherein the processing unit is configured to:

in response to detecting the first gesture:

move the set of selected objects relative to unselected objects that are not included in the set of selected objects;

in accordance with a determination that movement of the set of selected objects includes movement of an object in the group outside of the first region, update the first group indicator to provide an indication of an updated first region of the display that includes all of the objects in the group; and

in accordance with a determination that movement of the set of selected objects includes movement of an object in the sub-group outside of the second region, update the second group indicator to provide an indication of an updated second region of the display that includes all of the objects in the sub-group.

31. The electronic device of claim 30, wherein updating the first group indicator includes displaying an animation of the first group indicator transitioning from indicating the first region to indicating the updated first region.

32. The electronic device of any of claims 30-31, wherein updating the second group indicator includes displaying an animation of the second group indicator transitioning from indicating the second region to indicating the updated second region.

33. The electronic device of any of claims 30-32, wherein the first group indicator is updated concurrently with the second group indicator.

34. The electronic device of any of claims 24-33, wherein the processing unit is configured to enable display of a current selection indicator indicating one or more objects that will move in accordance with movement of the first contact on the touch-sensitive surface.

35. The electronic device of claim 34, including:

while the press input has an intensity below the first intensity threshold, the current selection indicator indicates that the group of objects will move in accordance with movement of the first contact on the touch-sensitive surface; and wherein the processing unit is configured to:

in response to determining that the press input has exceeded the first intensity threshold, adjust the appearance of the current selection indicator to indicate that the respective object or a sub-group of objects that includes the respective object will move in accordance with movement of the first contact on the touch-sensitive surface.

36. The electronic device of claim 35, wherein adjusting the appearance of the current selection indicator includes displaying an animation of a plurality of resizing handles moving from a first boundary indicating an extent of the group of objects on the display to a second boundary indicating an extent of the respective object or the sub-group of objects on the display.

37. A method, comprising:

at an electronic device with a touch-sensitive surface and a display, wherein the device includes one or more sensors to detect intensity of contacts with the touch-sensitive surface:

displaying a plurality of user interface objects on the display;

detecting selection of a first user interface object;

detecting a gesture that includes movement of a contact across the touch-sensitive surface;

moving the first user interface object on the display within a predefined distance of a second user interface object in accordance with movement of the contact across the touch-sensitive surface; and

in response to movement of the first user interface object within the predefined distance of the second user interface object:

in accordance with a determination that the gesture meets predefined intensity criteria, performing a first device-generated alignment operation, wherein the first device-generated alignment operation includes moving the second user interface object into alignment with the first user interface object by adjusting a position of the second user interface object with respect to a current position of the first user interface object on the display; and

in accordance with a determination that the gesture does not meet the predefined intensity criteria, performing a second device-generated alignment operation, wherein the second device-generated alignment operation includes moving the first user interface object into alignment with the second user interface object by adjusting a position of the first user interface object with respect to a current position of the second user interface object on the display.

38. The method of claim 37, wherein the predefined intensity criteria include that the contact on the touch-sensitive surface has an intensity above a respective intensity threshold when the first user interface object is moved within the predefined distance of the second user interface object.

39. The method of claim 37, wherein the predefined intensity criteria include that the contact on the touch-sensitive surface has an intensity above a respective intensity threshold when movement of the contact begins.

40. The method of claim 37, wherein the predefined intensity criteria include that the contact on the touch-sensitive surface has an intensity above a respective intensity threshold when movement of the first user interface object begins.

41. The method of any of claims 37-40, wherein the first device-generated alignment operation includes movement of the second user interface object that is independent of movement of the contact on the touch-sensitive surface.

42. The method of any of claims 37-40, wherein the second device-generated alignment operation includes movement of the first user interface object that is independent of movement of the contact on the touch-sensitive surface.

43. The method of any of claims 37-41, wherein when the gesture meets the predefined intensity criteria, the method includes:

after performing the first device-generated alignment operation, detecting subsequent movement of the contact corresponding to movement of the first user interface object within the predefined distance of a third user interface object; and

in response to detecting the subsequent movement of the contact, performing a third device-generated alignment operation, wherein the third device-generated alignment operation includes moving the third user interface object into alignment with the first user

interface object by adjusting a position of the third user interface object with respect to a current position of the first user interface object on the display.

44. The method of any of claims 37-41, including:

when the gesture meets the predefined intensity criteria:

performing the first device-generated alignment operation includes moving the second user interface object into alignment with an alignment axis determined in accordance with a position of the first user interface object on the display; and

after performing the first device-generated alignment operation, constraining the movement of the first user interface object to the alignment axis.

45. The method of claim 44, including:

after performing the first device-generated alignment operation, detecting subsequent movement of the contact corresponding to movement of the first user interface object along the alignment axis to a position that is within the predefined distance of a third user interface object; and

in response to detecting the subsequent movement of the contact, performing a third device-generated alignment operation, wherein the third device-generated alignment operation includes moving the third user interface object into alignment with the alignment axis.

46. The method of any of claims 37 and 39-45, including: while detecting the gesture and prior to movement of the first user interface object within the predefined distance of the second user interface object, in accordance with a determination that the gesture meets predefined intensity criteria, displaying a visual indication that the first device-generated alignment operation will be performed instead of the second device-generated alignment operation when the first user interface object is moved within the predefined distance of the second user interface object.

47. The method of claim 46, wherein displaying the visual indication includes changing an appearance of the first user interface object.

48. An electronic device, comprising:

a display;

a touch-sensitive surface;

one or more sensors to detect intensity of contacts with the touch-sensitive surface;

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:

- displaying a plurality of user interface objects on the display;

- detecting selection of a first user interface object;

- detecting a gesture that includes movement of a contact across the touch-sensitive surface;

- moving the first user interface object on the display within a predefined distance of a second user interface object in accordance with movement of the contact across the touch-sensitive surface; and

- in response to movement of the first user interface object within the predefined distance of the second user interface object:

- in accordance with a determination that the gesture meets predefined intensity criteria, performing a first device-generated alignment operation, wherein the first device-generated alignment operation includes moving the second user interface object into alignment with the first user interface object by adjusting a position of the second user interface object with respect to a current position of the first user interface object on the display; and

- in accordance with a determination that the gesture does not meet the predefined intensity criteria, performing a second device-generated alignment operation, wherein the second device-generated alignment operation includes moving the first user interface object into alignment with the second user interface object by adjusting a position of the first user interface object with respect to a current position of the second user interface object on the display.

49. A computer readable storage medium storing one or more programs, the one or more programs comprising instructions, which when executed by an electronic device with a display, a touch-sensitive surface and one or more sensors to detect intensity of contacts with the touch-sensitive surface, cause the device to:

- display a plurality of user interface objects on the display;

- detect selection of a first user interface object;

detect a gesture that includes movement of a contact across the touch-sensitive surface;

move the first user interface object on the display within a predefined distance of a second user interface object in accordance with movement of the contact across the touch-sensitive surface; and

in response to movement of the first user interface object within the predefined distance of the second user interface object:

in accordance with a determination that the gesture meets predefined intensity criteria, perform a first device-generated alignment operation, wherein the first device-generated alignment operation includes moving the second user interface object into alignment with the first user interface object by adjusting a position of the second user interface object with respect to a current position of the first user interface object on the display; and

in accordance with a determination that the gesture does not meet the predefined intensity criteria, perform a second device-generated alignment operation, wherein the second device-generated alignment operation includes moving the first user interface object into alignment with the second user interface object by adjusting a position of the first user interface object with respect to a current position of the second user interface object on the display.

50. A graphical user interface on an electronic device with a display, a touch-sensitive surface and one or more sensors to detect intensity of contacts with the touch-sensitive surface, a memory, and one or more processors to execute one or more programs stored in the memory, the graphical user interface comprising:

a plurality of user interface objects;

wherein:

selection of a first user interface object is detected;

a gesture that includes movement of a contact across the touch-sensitive surface is detected;

the first user interface object is moved on the display within a predefined distance of a second user interface object in accordance with movement of the contact across the touch-sensitive surface; and

in response to movement of the first user interface object within the predefined distance of the second user interface object:

in accordance with a determination that the gesture meets predefined intensity criteria, a first device-generated alignment operation is performed, wherein the first device-generated alignment operation includes moving the second user interface object into alignment with the first user interface object by adjusting a position of the second user interface object with respect to a current position of the first user interface object on the display; and

in accordance with a determination that the gesture does not meet the predefined intensity criteria, a second device-generated alignment operation is performed, wherein the second device-generated alignment operation includes moving the first user interface object into alignment with the second user interface object by adjusting a position of the first user interface object with respect to a current position of the second user interface object on the display.

51. An electronic device, comprising:

a display;

a touch-sensitive surface;

one or more sensors to detect intensity of contacts with the touch-sensitive surface;

and

means for displaying a plurality of user interface objects on the display;

means for detecting selection of a first user interface object;

means for detecting a gesture including movement of a contact across the touch-sensitive surface;

means for moving the first user interface object on the display within a predefined distance of a second user interface object in accordance with movement of the contact across the touch-sensitive surface; and

means, responsive to movement of the first user interface object within the predefined distance of the second user interface object, for:

in accordance with a determination that the gesture meets predefined intensity criteria, performing a first device-generated alignment operation, wherein the first device-generated alignment operation includes moving the second user interface object into alignment with the first user interface object by adjusting a position of the second user interface object with respect to a current position of the first user interface object on the display; and

in accordance with a determination that the gesture does not meet the predefined intensity criteria, performing a second device-generated alignment operation, wherein the second device-generated alignment operation includes moving the first user interface object into alignment with the second user interface object by adjusting a position of the first user interface object with respect to a current position of the second user interface object on the display.

52. An information processing apparatus for use in an electronic device with a display, a touch-sensitive surface and one or more sensors to detect intensity of contacts with the touch-sensitive surface, comprising:

means for displaying a plurality of user interface objects on the display;

means for detecting selection of a first user interface object;

means for detecting a gesture including movement of a contact across the touch-sensitive surface;

means for moving the first user interface object on the display within a predefined distance of a second user interface object in accordance with movement of the contact across the touch-sensitive surface; and

means, responsive to movement of the first user interface object within the predefined distance of the second user interface object, for:

in accordance with a determination that the gesture meets predefined intensity criteria, performing a first device-generated alignment operation, wherein the first device-generated alignment operation includes moving the second user interface object into alignment with the first user interface object by adjusting a position of the second user interface object with respect to a current position of the first user interface object on the display; and

in accordance with a determination that the gesture does not meet the predefined intensity criteria, performing a second device-generated alignment operation, wherein the second device-generated alignment operation includes moving the first user interface object into alignment with the second user interface object by adjusting a position of the first user interface object with respect to a current position of the second user interface object on the display.

53. An electronic device, comprising:  
a display;

a touch-sensitive surface;  
one or more sensors to detect intensity of contacts with the touch-sensitive surface;  
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 performing any of the methods of claims 37-47.

54. A computer readable storage medium storing one or more programs, the one or more programs comprising instructions, which when executed by an electronic device with a display, a touch-sensitive surface and one or more sensors to detect intensity of contacts with the touch-sensitive surface, cause the device to perform any of the methods of claims 37-47.

55. A graphical user interface on an electronic device with a display, a touch-sensitive surface, one or more sensors to detect intensity of contacts with the touch-sensitive surface, a memory, and one or more processors to execute one or more programs stored in the memory, the graphical user interface comprising user interfaces displayed in accordance with any of the methods of claims 37-47.

56. An electronic device, comprising:  
a display;  
a touch-sensitive surface;  
one or more sensors to detect intensity of contacts with the touch-sensitive surface;  
and  
means for performing any of the methods of claims 37-47.

57. An information processing apparatus for use in an electronic device with a display, a touch-sensitive surface and one or more sensors to detect intensity of contacts with the touch-sensitive surface, comprising:  
means for performing any of the methods of claims 37-47.

58. An electronic device, comprising:  
a display unit configured to display a plurality of user interface objects;  
a touch-sensitive surface unit configured to detect a gesture that includes movement of a contact across the touch-sensitive surface unit;

one or more sensor units configured to detect intensity of contacts with the touch-sensitive surface unit; and

a processing unit coupled to the display unit, the touch-sensitive surface unit, and the one or more sensor units, the processing unit configured to:

detect selection of a first user interface object;

detect a gesture that includes movement of a contact across the touch-sensitive surface unit;

move the first user interface object on the display unit within a predefined distance of a second user interface object in accordance with movement of the contact across the touch-sensitive surface unit; and

in response to movement of the first user interface object within the predefined distance of the second user interface object:

in accordance with a determination that the gesture meets predefined intensity criteria, perform a first device-generated alignment operation, wherein the first device-generated alignment operation includes moving the second user interface object into alignment with the first user interface object by adjusting a position of the second user interface object with respect to a current position of the first user interface object on the display unit; and

in accordance with a determination that the gesture does not meet the predefined intensity criteria, perform a second device-generated alignment operation, wherein the second device-generated alignment operation includes moving the first user interface object into alignment with the second user interface object by adjusting a position of the first user interface object with respect to a current position of the second user interface object on the display unit.

59. The electronic device of claim 58, wherein the predefined intensity criteria include that the contact on the touch-sensitive surface unit has an intensity above a respective intensity threshold when the first user interface object is moved within the predefined distance of the second user interface object.

60. The electronic device of claim 58, wherein the predefined intensity criteria include that the contact on the touch-sensitive surface unit has an intensity above a respective intensity threshold when movement of the contact begins.

61. The electronic device of claim 58, wherein the predefined intensity criteria include that the contact on the touch-sensitive surface unit has an intensity above a respective intensity threshold when movement of the first user interface object begins.

62. The electronic device of any of claims 58-61, wherein the first device-generated alignment operation includes movement of the second user interface object that is independent of movement of the contact on the touch-sensitive surface unit.

63. The electronic device of any of claims 58-61, wherein the second device-generated alignment operation includes movement of the first user interface object that is independent of movement of the contact on the touch-sensitive surface unit.

64. The electronic device of any of claims 58-62, wherein when the gesture meets the predefined intensity criteria, the processing unit is further configured to:

after performing the first device-generated alignment operation, detect subsequent movement of the contact corresponding to movement of the first user interface object within the predefined distance of a third user interface object; and

in response to detection of the subsequent movement of the contact, perform a third device-generated alignment operation, wherein the third device-generated alignment operation includes moving the third user interface object into alignment with the first user interface object by adjusting a position of the third user interface object with respect to a current position of the first user interface object on the display unit.

65. The electronic device of any of claims 58-62, wherein the processing unit is further configured to:

when the gesture meets the predefined intensity criteria:

performing the first device-generated alignment operation includes moving the second user interface object into alignment with an alignment axis determined in accordance with a position of the first user interface object on the display unit; and

constrain the movement of the first user interface object to the alignment axis after performing the first device-generated alignment operation.

66. The electronic device of claim 65, wherein the processing unit is further configured to:

after performing the first device-generated alignment operation, detect subsequent movement of the contact corresponding to movement of the first user interface object along

the alignment axis to a position that is within the predefined distance of a third user interface object; and

in response to detection of the subsequent movement of the contact, perform a third device-generated alignment operation, wherein the third device-generated alignment operation includes moving the third user interface object into alignment with the alignment axis.

67. The electronic device of any of claims 58 and 60-66, wherein the processing unit is further configured to: while detecting the gesture and prior to movement of the first user interface object within the predefined distance of the second user interface object, in accordance with a determination that the gesture meets predefined intensity criteria, display a visual indication that the first device-generated alignment operation will be performed instead of the second device-generated alignment operation when the first user interface object is moved within the predefined distance of the second user interface object.

68. The electronic device of claim 67, wherein displaying the visual indication includes changing an appearance of the first user interface object.

69. A method, comprising:

at an electronic device with a touch-sensitive surface and a display, wherein the device includes one or more sensors to detect intensity of contacts with the touch-sensitive surface:

displaying a user interface object on the display;

detecting a press input on the touch-sensitive surface while a focus selector is at a first location in a user interface; and

in response to detecting the press input on the touch-sensitive surface:

in accordance with a determination that the press input has an intensity above a predefined activation threshold, moving the user interface object directly to the first location in the user interface; and

in accordance with a determination that the press input has an intensity below the predefined activation threshold and meets gradual-movement criteria, moving the user interface object toward the first location in the user interface in accordance with the intensity of the press input.

70. The method of claim 69, wherein moving the user interface object toward the first location in the user interface in accordance with the intensity of the press input includes:

determining that the press input has a respective intensity; and  
moving the user interface object at a speed corresponding to the respective intensity.

71. The method of claim 69, wherein moving the user interface object toward the first location in the user interface in accordance with the intensity of the press input includes:  
detecting an increase in intensity of the press input from a first intensity to a second intensity; and  
moving the user interface object a distance toward the first location corresponding to the difference between the first intensity and the second intensity.

72. The method of claim 69, wherein moving the user interface object toward the first location in the user interface in accordance with the intensity of the press input includes:  
detecting an increase in intensity of the press input at an intensity-increase rate; and  
moving the user interface object at a speed corresponding to the intensity-increase rate.

73. The method of any of claims 69-72, wherein the press input meets the gradual-movement criteria when the press input has an intensity above a movement-initiation intensity threshold.

74. The method of any of claims 69-72, wherein the press input meets the gradual-movement criteria when the press input has been continuously detected with an intensity above a movement-initiation intensity threshold for longer than a movement-initiation time threshold.

75. The method of any of claims 69-72, wherein the press input meets the gradual-movement criteria when the press input has been continuously detected for longer than a movement-initiation time threshold while a focus selector is at a location corresponding to a predefined path associated with the user interface object.

76. The method of any of claims 69-75, including:  
moving the user interface object to the first location; and  
in conjunction with moving the user interface object to the first location, generating a tactile output corresponding to movement of the first user interface object to the first location.

77. The method of any of claims 69-76, wherein the user interface object is a handle of a slider control that is constrained to a predefined path associated with the slider control.

78. The method of any of claims 69-77, wherein:
- prior to detecting the press input, the user interface object is displayed at a preliminary location on the display;
  - the press input includes a first portion followed by a second portion;
  - during the first portion of the press input, the press input has a maximum intensity below the predefined activation threshold and meets the gradual-movement criteria;
  - during the second portion of the press input, the press input has an intensity above the predefined activation threshold; and
- the method includes:
- in response to detecting the first portion of the press input, gradually moving the user interface object to an intermediate location on the display that is between the preliminary location and the first location on the display in accordance with the intensity of the press input during the first portion of the press input; and
  - in response to detecting the second portion of the press input, moving the user interface object directly to the first location in the user interface.
79. An electronic device, comprising:
- a display;
  - a touch-sensitive surface;
  - one or more sensors to detect intensity of contacts with the touch-sensitive surface;
  - 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:
    - displaying a user interface object on the display;
    - detecting a press input on the touch-sensitive surface while a focus selector is at a first location in a user interface; and
- in response to detecting the press input on the touch-sensitive surface:
- in accordance with a determination that the press input has an intensity above a predefined activation threshold, moving the user interface object directly to the first location in the user interface; and
  - in accordance with a determination that the press input has an intensity below the predefined activation threshold and meets gradual-movement criteria, moving the user

interface object toward the first location in the user interface in accordance with the intensity of the press input.

80. A computer readable storage medium storing one or more programs, the one or more programs comprising instructions, which when executed by an electronic device with a display, a touch-sensitive surface and one or more sensors to detect intensity of contacts with the touch-sensitive surface, cause the device to:

- display a user interface object on the display;

- detect a press input on the touch-sensitive surface while a focus selector is at a first location in a user interface; and

- in response to detecting the press input on the touch-sensitive surface:

- in accordance with a determination that the press input has an intensity above a predefined activation threshold, move the user interface object directly to the first location in the user interface; and

- in accordance with a determination that the press input has an intensity below the predefined activation threshold and meets gradual-movement criteria, move the user interface object toward the first location in the user interface in accordance with the intensity of the press input.

81. A graphical user interface on an electronic device with a display, a touch-sensitive surface and one or more sensors to detect intensity of contacts with the touch-sensitive surface, a memory, and one or more processors to execute one or more programs stored in the memory, the graphical user interface comprising:

- a user interface object displayed on the display;

- wherein:

- a press input is detected on the touch-sensitive surface while a focus selector is at a first location in a user interface; and

- in response to detecting the press input on the touch-sensitive surface:

- in accordance with a determination that the press input has an intensity above a predefined activation threshold, the user interface object is moved directly to the first location in the user interface; and

- in accordance with a determination that the press input has an intensity below the predefined activation threshold and meets gradual-movement criteria, the user interface

object is moved toward the first location in the user interface in accordance with the intensity of the press input.

82. An electronic device, comprising:

a display;

a touch-sensitive surface;

one or more sensors to detect intensity of contacts with the touch-sensitive surface;

and

means for displaying a user interface object on the display;

means for detecting a press input on the touch-sensitive surface while a focus selector is at a first location in a user interface; and

means, responsive to detecting the press input on the touch-sensitive surface, for:

in accordance with a determination that the press input has an intensity above a predefined activation threshold, moving the user interface object directly to the first location in the user interface; and

in accordance with a determination that the press input has an intensity below the predefined activation threshold and meets gradual-movement criteria, moving the user interface object toward the first location in the user interface in accordance with the intensity of the press input.

83. An information processing apparatus for use in an electronic device with a display, a touch-sensitive surface and one or more sensors to detect intensity of contacts with the touch-sensitive surface, comprising:

means for displaying a user interface object on the display;

means for detecting a press input on the touch-sensitive surface while a focus selector is at a first location in a user interface; and

means, responsive to detecting the press input on the touch-sensitive surface:

in accordance with a determination that the press input has an intensity above a predefined activation threshold, moving the user interface object directly to the first location in the user interface; and

in accordance with a determination that the press input has an intensity below the predefined activation threshold and meets gradual-movement criteria, moving the user interface object toward the first location in the user interface in accordance with the intensity of the press input.

84. An electronic device, comprising:  
a display;  
a touch-sensitive surface;  
one or more sensors to detect intensity of contacts with the touch-sensitive surface;  
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 performing any of the methods of claims 69-78.

85. A computer readable storage medium storing one or more programs, the one or more programs comprising instructions, which when executed by an electronic device with a display, a touch-sensitive surface and one or more sensors to detect intensity of contacts with the touch-sensitive surface, cause the device to perform any of the methods of claims 69-78.

86. A graphical user interface on an electronic device with a display, a touch-sensitive surface, one or more sensors to detect intensity of contacts with the touch-sensitive surface, a memory, and one or more processors to execute one or more programs stored in the memory, the graphical user interface comprising user interfaces displayed in accordance with any of the methods of claims 69-78.

87. An electronic device, comprising:  
a display;  
a touch-sensitive surface;  
one or more sensors to detect intensity of contacts with the touch-sensitive surface;  
and  
means for performing any of the methods of claims 69-78.

88. An information processing apparatus for use in an electronic device with a display, a touch-sensitive surface and one or more sensors to detect intensity of contacts with the touch-sensitive surface, comprising:  
means for performing any of the methods of claims 69-78.

89. An electronic device, comprising:  
a display unit configured to display a user interface object;

a touch-sensitive surface unit configured to receive a press input on the touch-sensitive surface unit;

one or more sensor units configured to detect intensity of contacts with the touch-sensitive surface unit; and

a processing unit coupled to the display unit and the touch-sensitive surface unit, and the sensor units, the processing unit configured to:

enable display of a user interface object on the display unit;

detect a press input on the touch-sensitive surface unit while a focus selector is at a first location in a user interface; and

in response to detecting the press input on the touch-sensitive surface unit:

in accordance with a determination that the press input has an intensity above a predefined activation threshold, move the user interface object directly to the first location in the user interface; and

in accordance with a determination that the press input has an intensity below the predefined activation threshold and meets gradual-movement criteria, move the user interface object toward the first location in the user interface in accordance with the intensity of the press input.

90. The electronic device of claim 89, wherein moving the user interface object toward the first location in the user interface in accordance with the intensity of the press input includes:

determining that the press input has a respective intensity; and

moving the user interface object at a speed corresponding to the respective intensity.

91. The electronic device of claim 89, wherein moving the user interface object toward the first location in the user interface in accordance with the intensity of the press input includes:

detecting an increase in intensity of the press input from a first intensity to a second intensity; and

moving the user interface object a distance toward the first location corresponding to the difference between the first intensity and the second intensity.

92. The electronic device of claim 89, wherein moving the user interface object toward the first location in the user interface in accordance with the intensity of the press input includes:

detecting an increase in intensity of the press input at an intensity-increase rate; and moving the user interface object at a speed corresponding to the intensity-increase rate.

93. The electronic device of any of claims 89-92, wherein the press input meets the gradual-movement criteria when the press input has an intensity above a movement-initiation intensity threshold.

94. The electronic device of any of claims 89-92, wherein the press input meets the gradual-movement criteria when the press input has been continuously detected with an intensity above a movement-initiation intensity threshold for longer than a movement-initiation time threshold.

95. The electronic device of any of claims 89-92, wherein the press input meets the gradual-movement criteria when the press input has been continuously detected for longer than a movement-initiation time threshold while a focus selector is at a location corresponding to a predefined path associated with the user interface object.

96. The electronic device of any of claims 89-95, wherein the processing unit is configured to:

move the user interface object to the first location; and

in conjunction with moving the user interface object to the first location, generate a tactile output corresponding to movement of the first user interface object to the first location.

97. The electronic device of any of claims 89-96, wherein the user interface object is a handle of a slider control that is constrained to a predefined path associated with the slider control.

98. The electronic device of any of claims 89-97, wherein:

prior to detecting the press input, the user interface object is displayed at a preliminary location on the display unit;

the press input includes a first portion followed by a second portion;

during the first portion of the press input, the press input has a maximum intensity below the predefined activation threshold and meets the gradual-movement criteria;

during the second portion of the press input, the press input has an intensity above the predefined activation threshold; and

wherein the processing unit is configured to:

in response to detecting the first portion of the press input, gradually move the user interface object to an intermediate location on the display unit that is between the preliminary location and the first location on the display unit in accordance with the intensity of the press input during the first portion of the press input; and

in response to detecting the second portion of the press input, move the user interface object directly to the first location in the user interface.

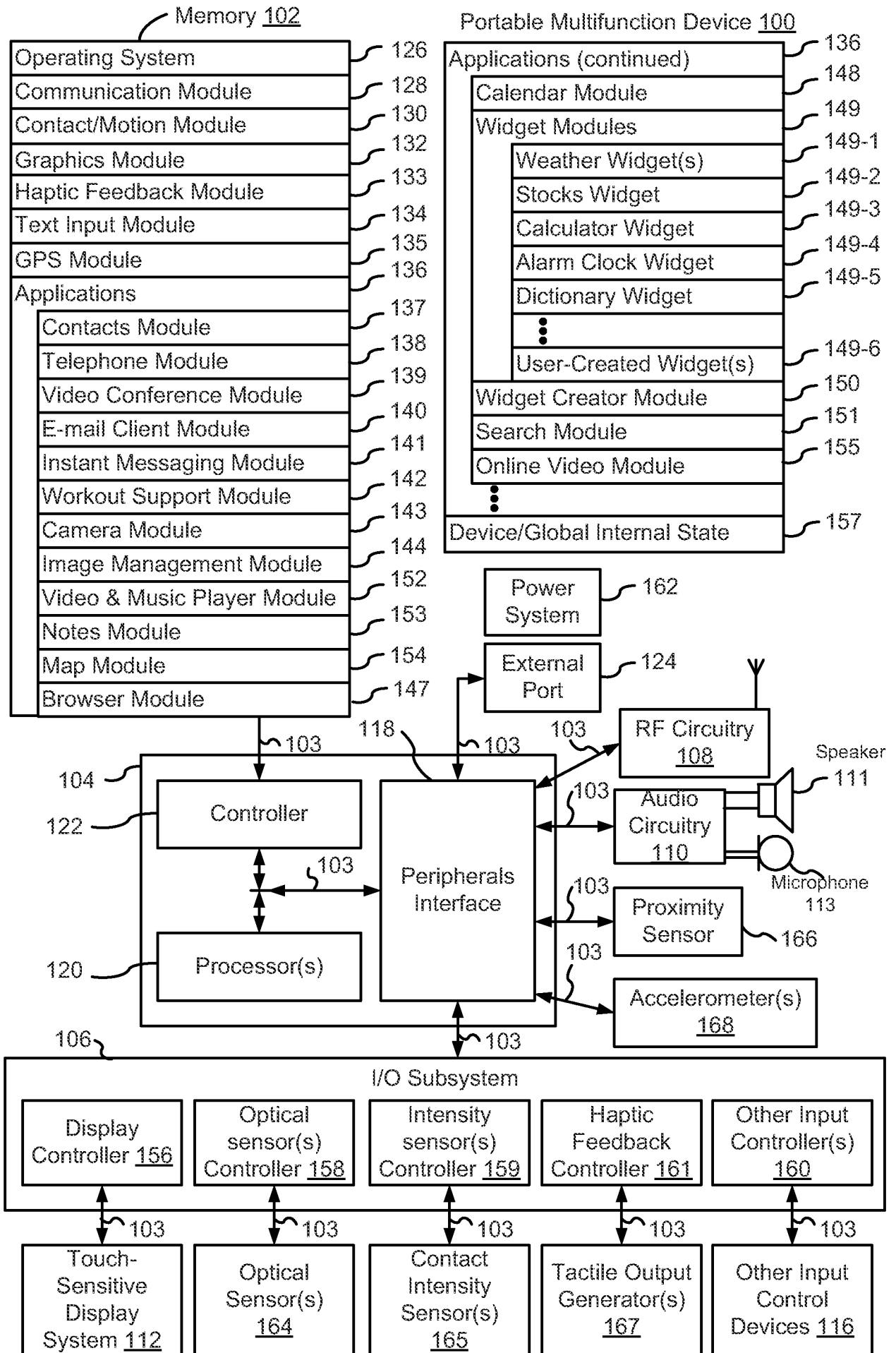


Figure 1A

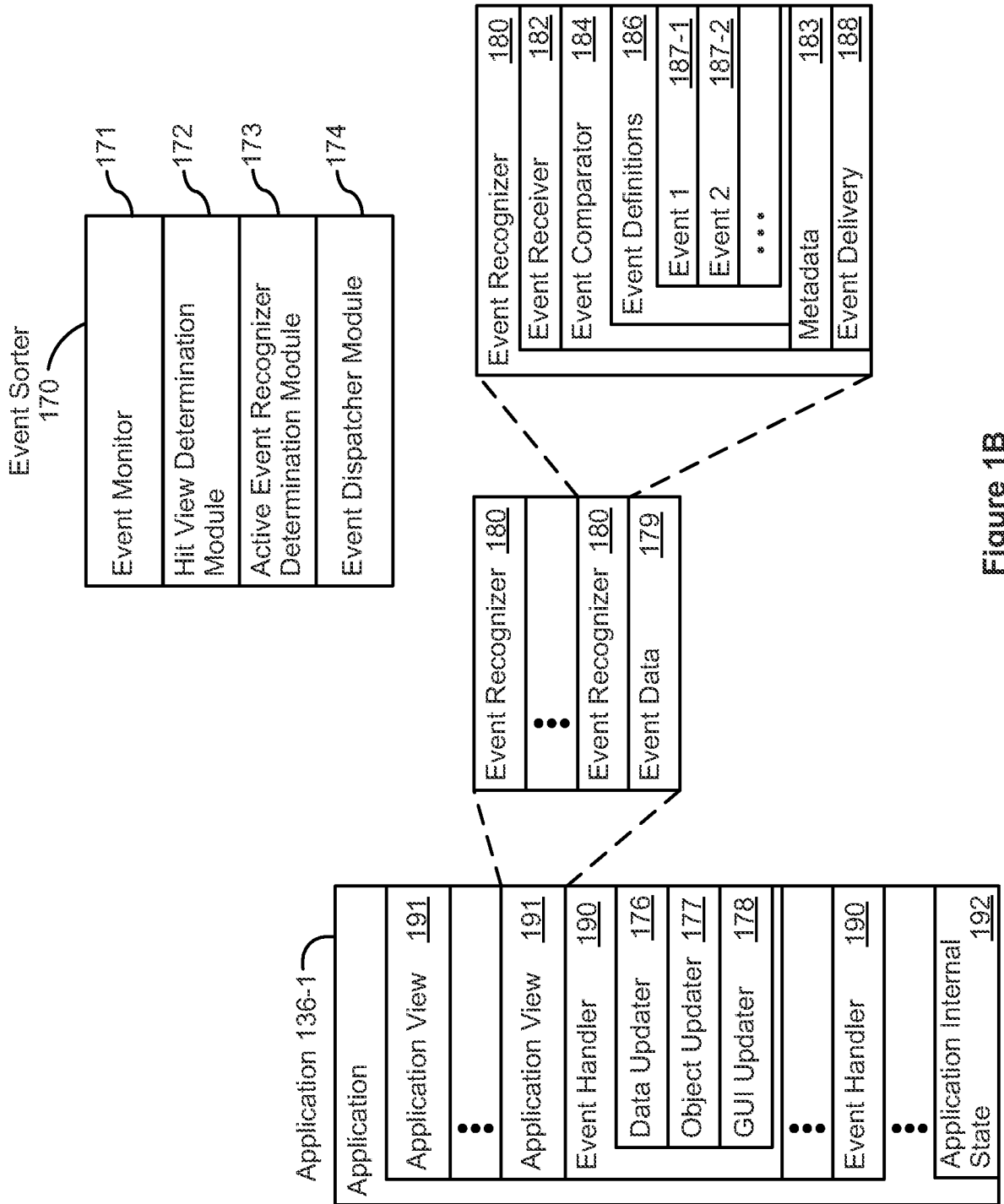


Figure 1B

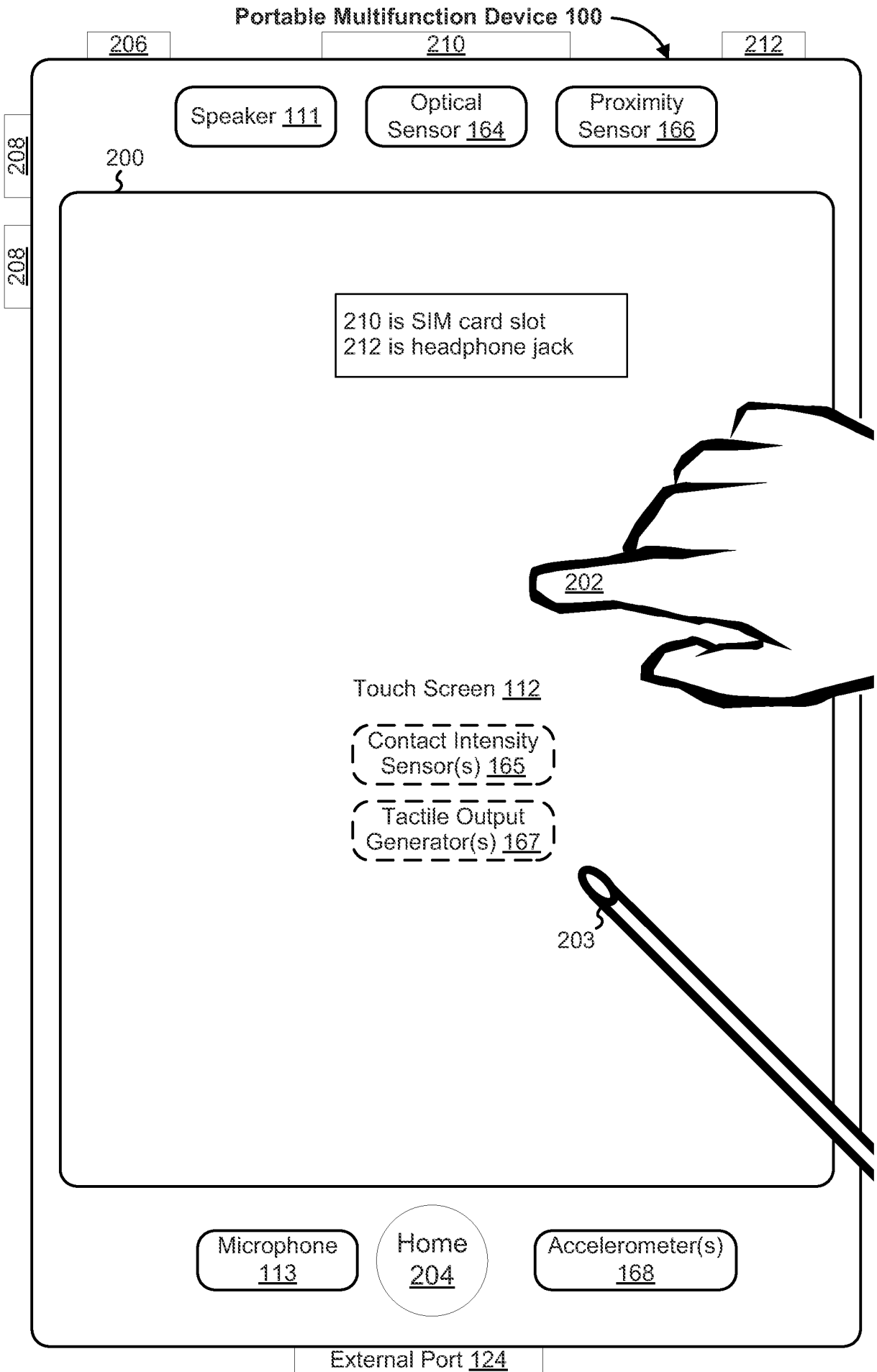


Figure 2

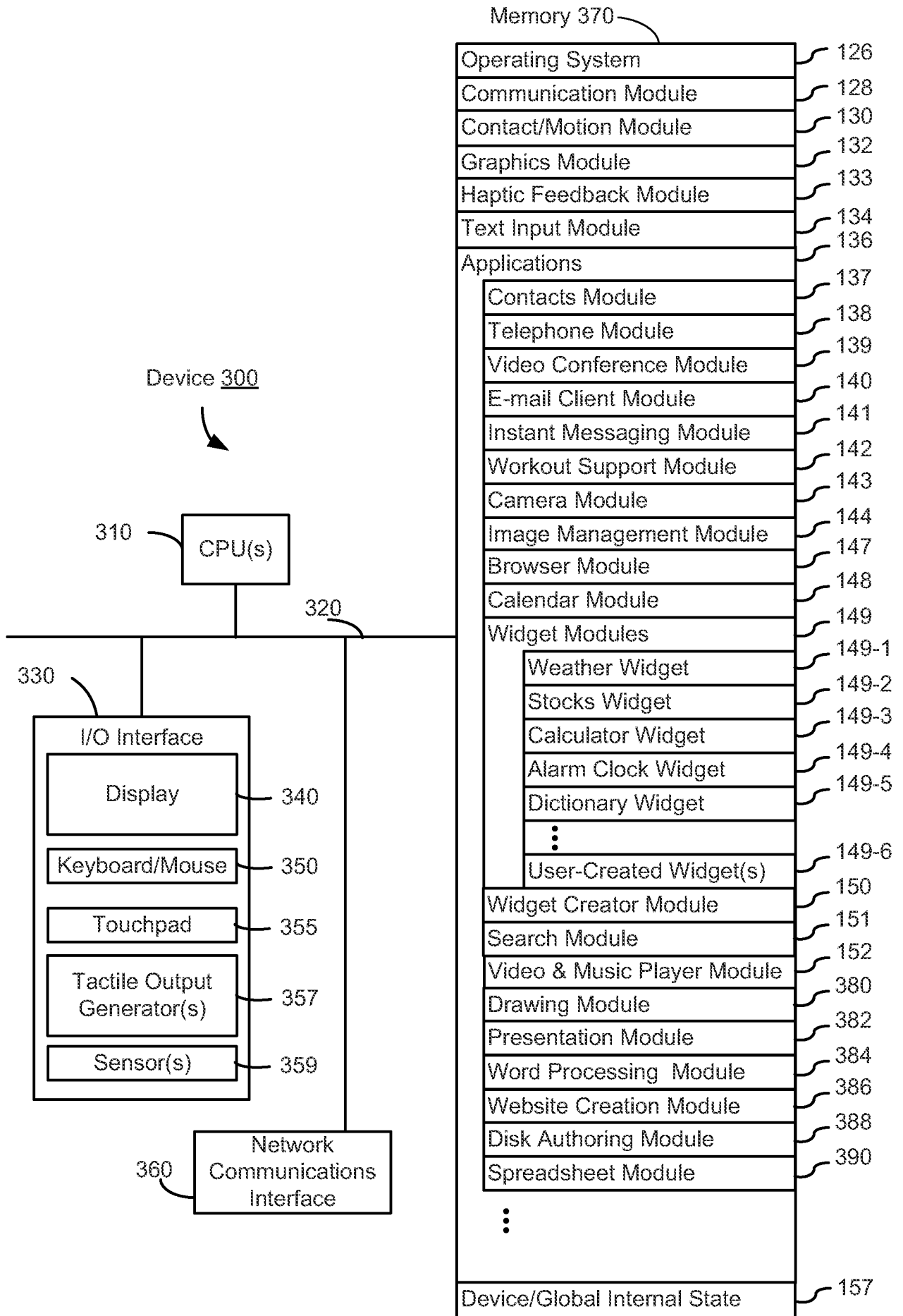


Figure 3

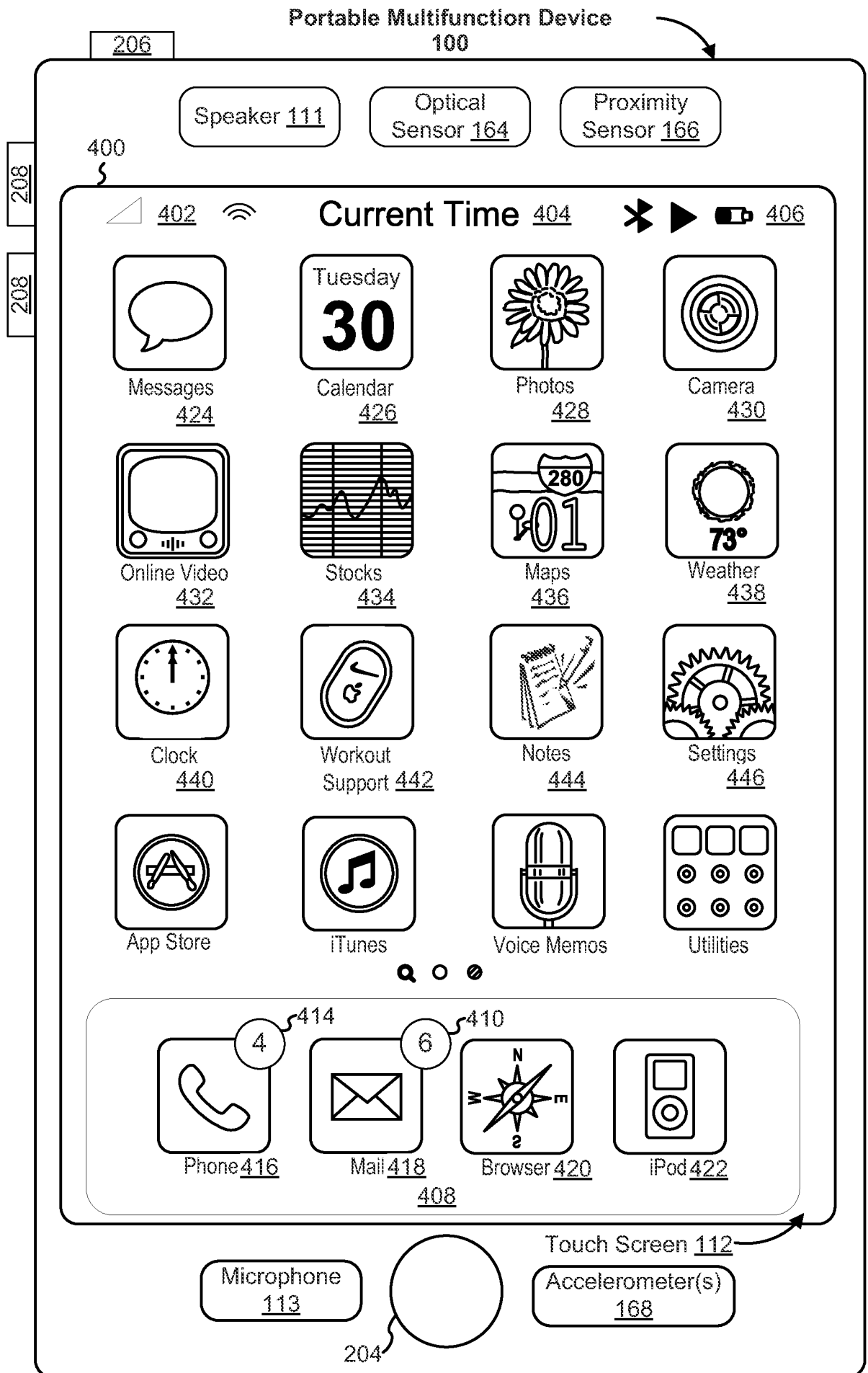


Figure 4A

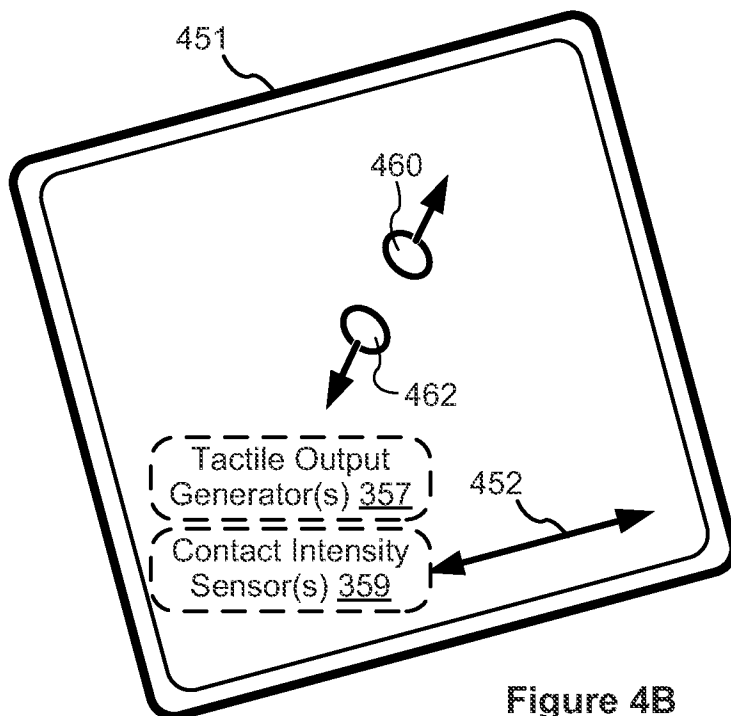
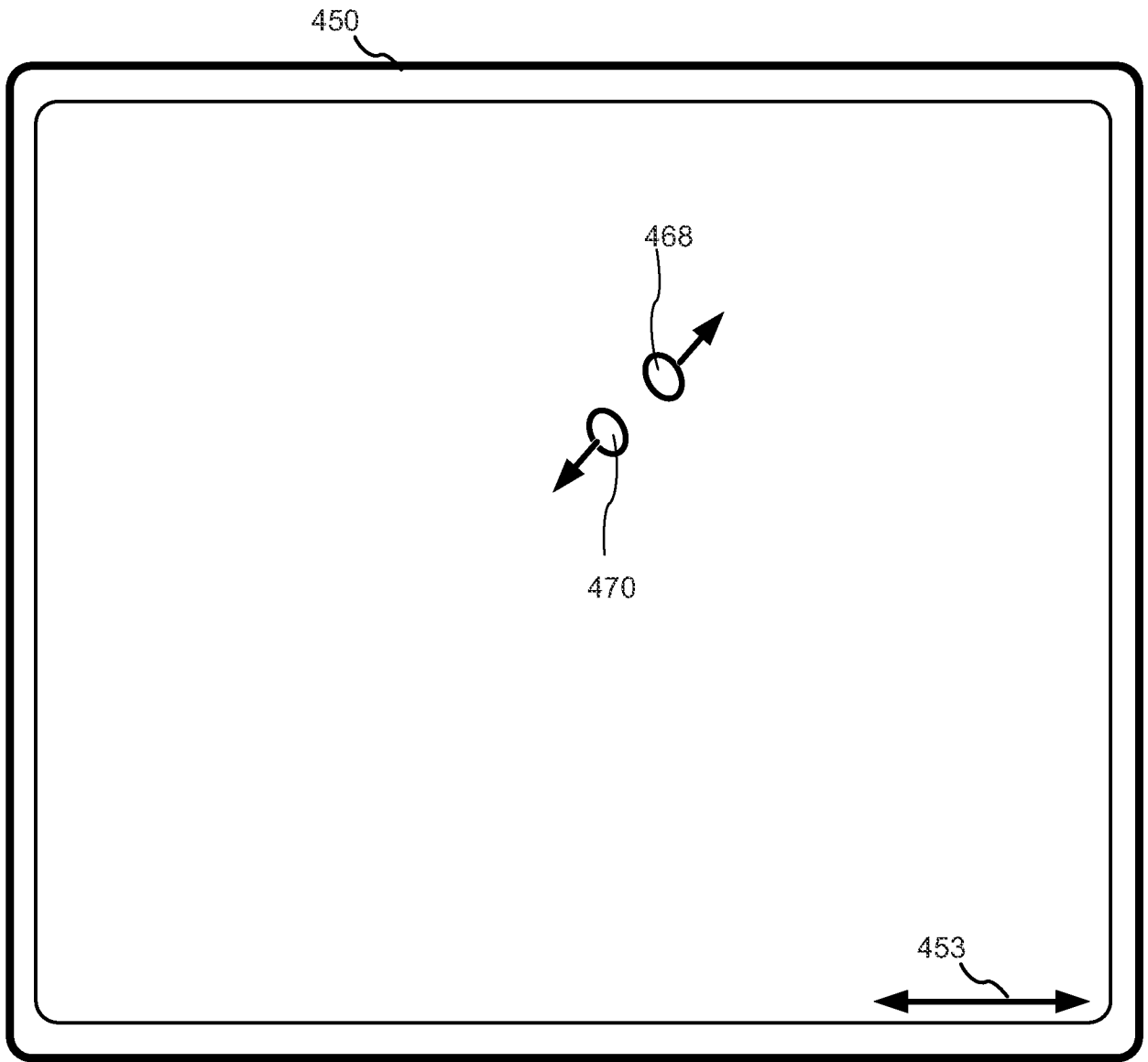
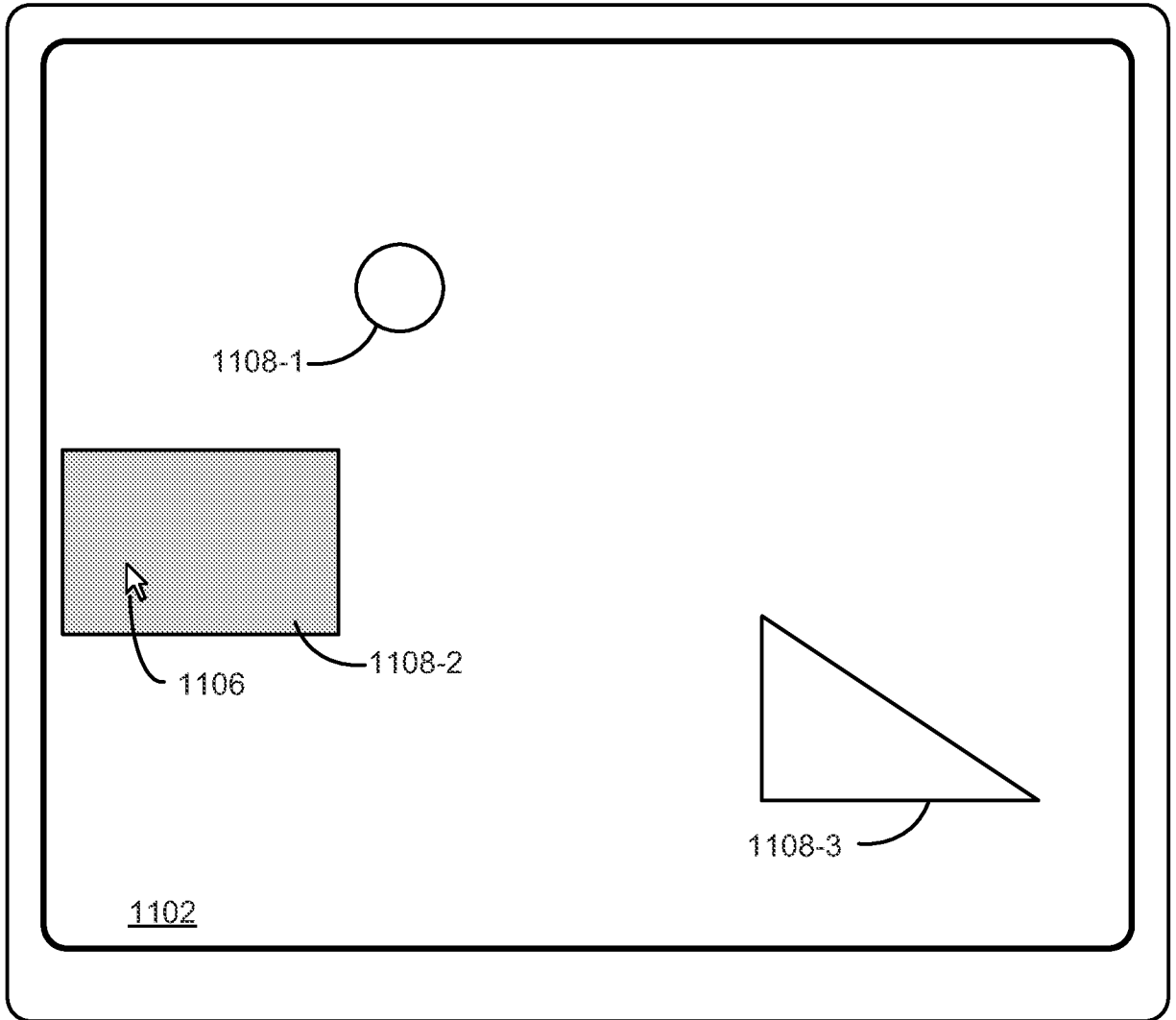
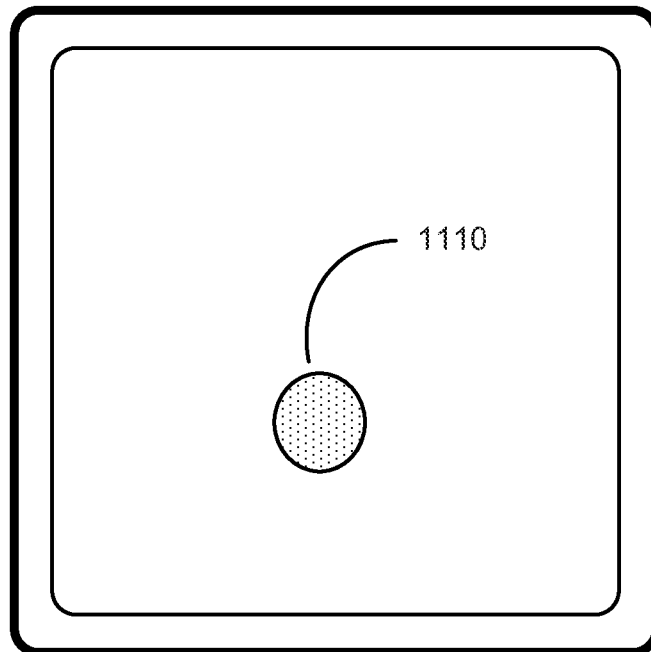


Figure 4B



Display 340



Touchpad 355

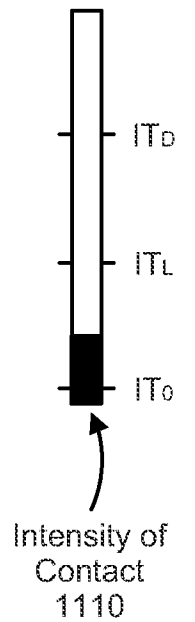
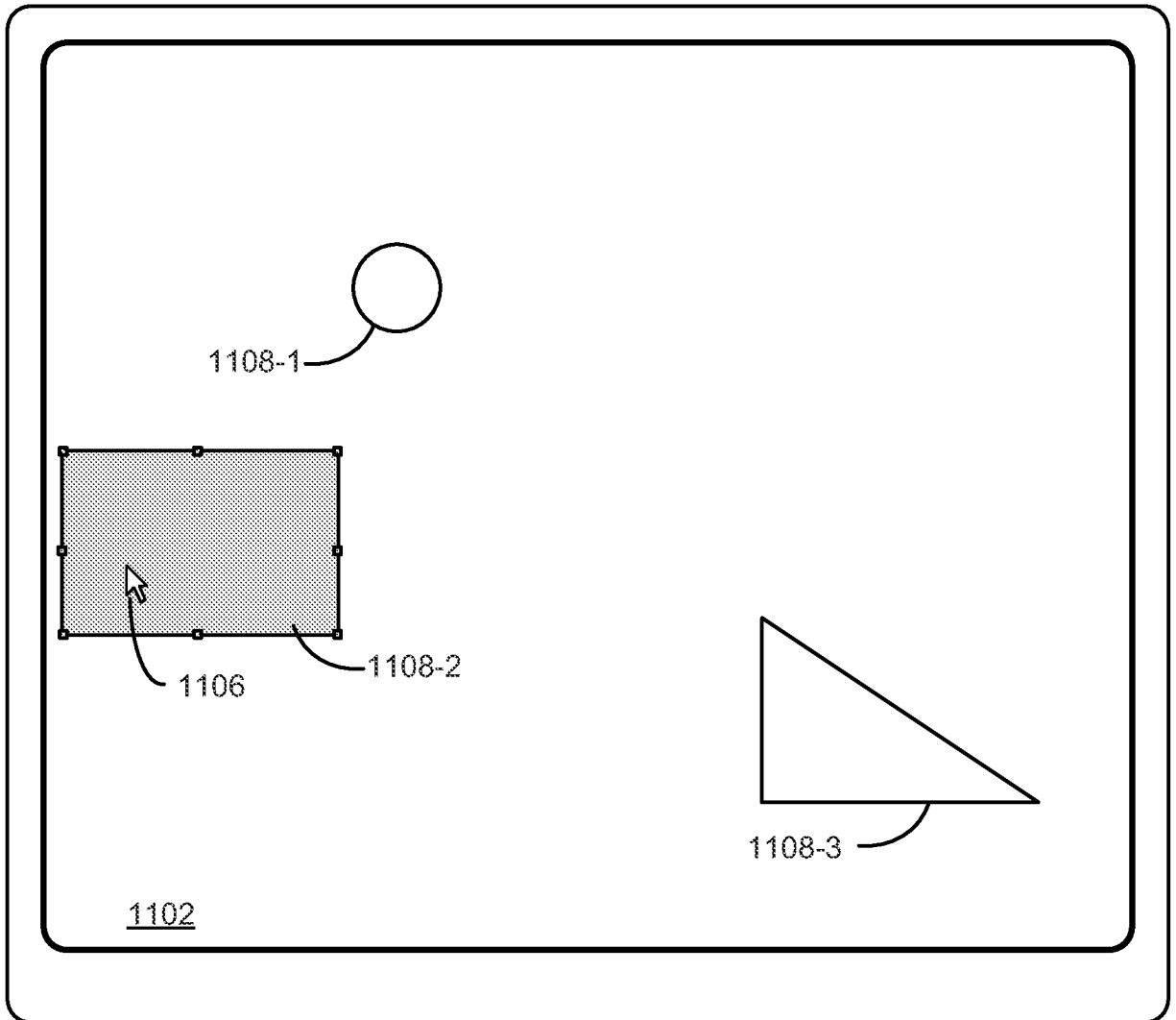
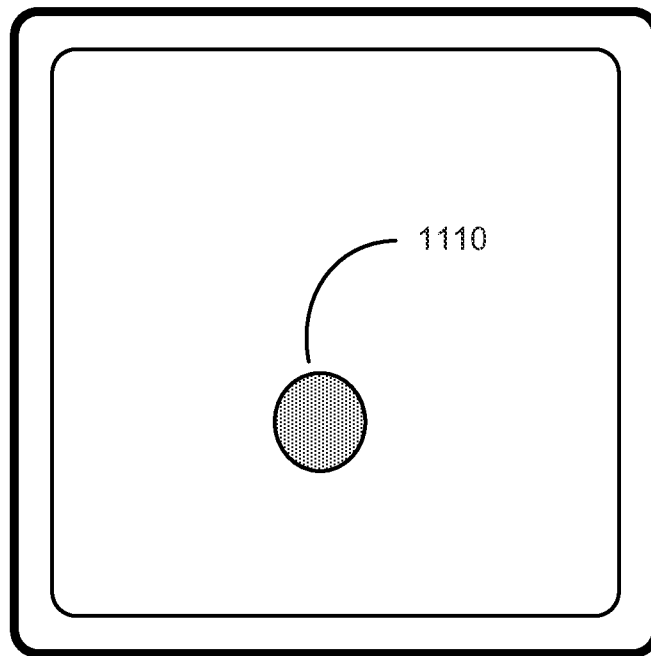


Figure 5A



Display 340



Touchpad 355

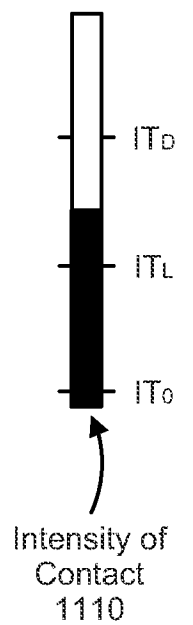
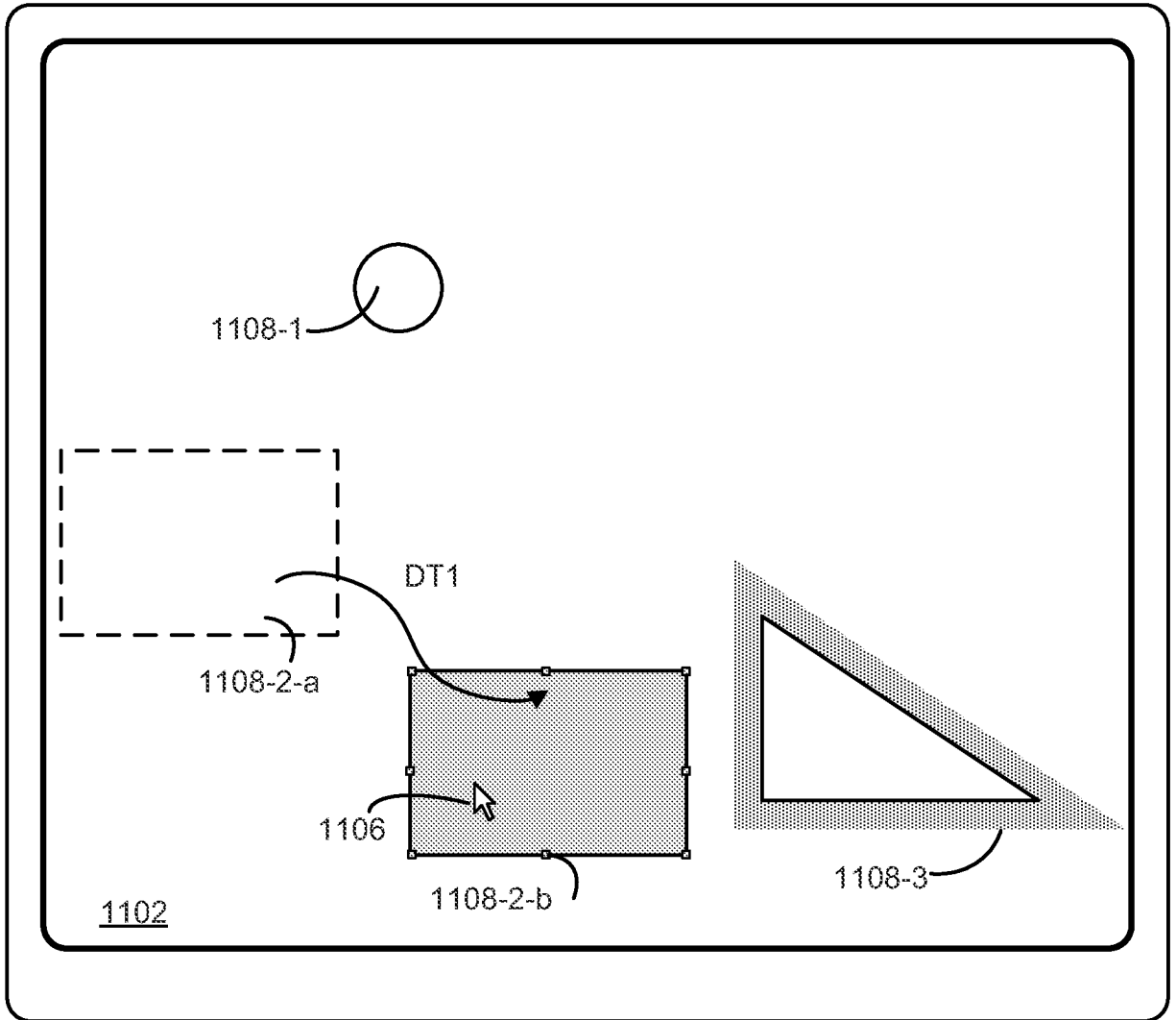
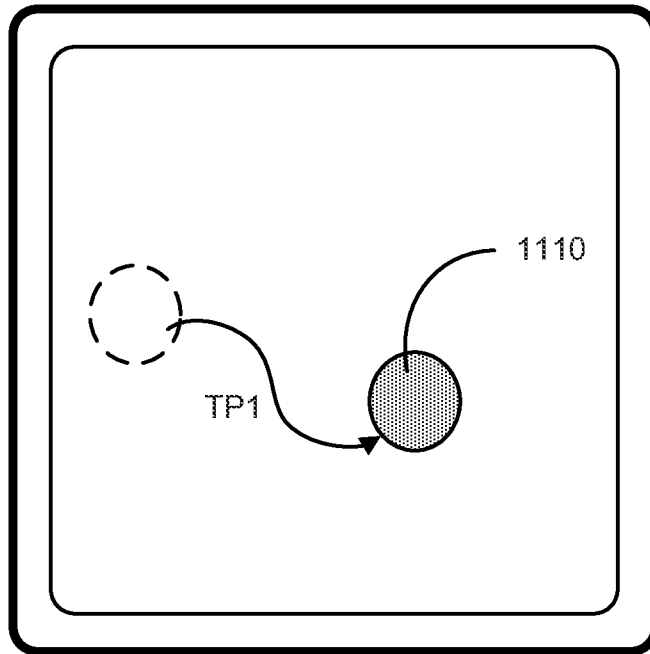


Figure 5B



Display 340



Touchpad 355

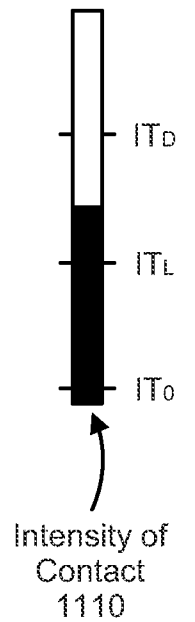
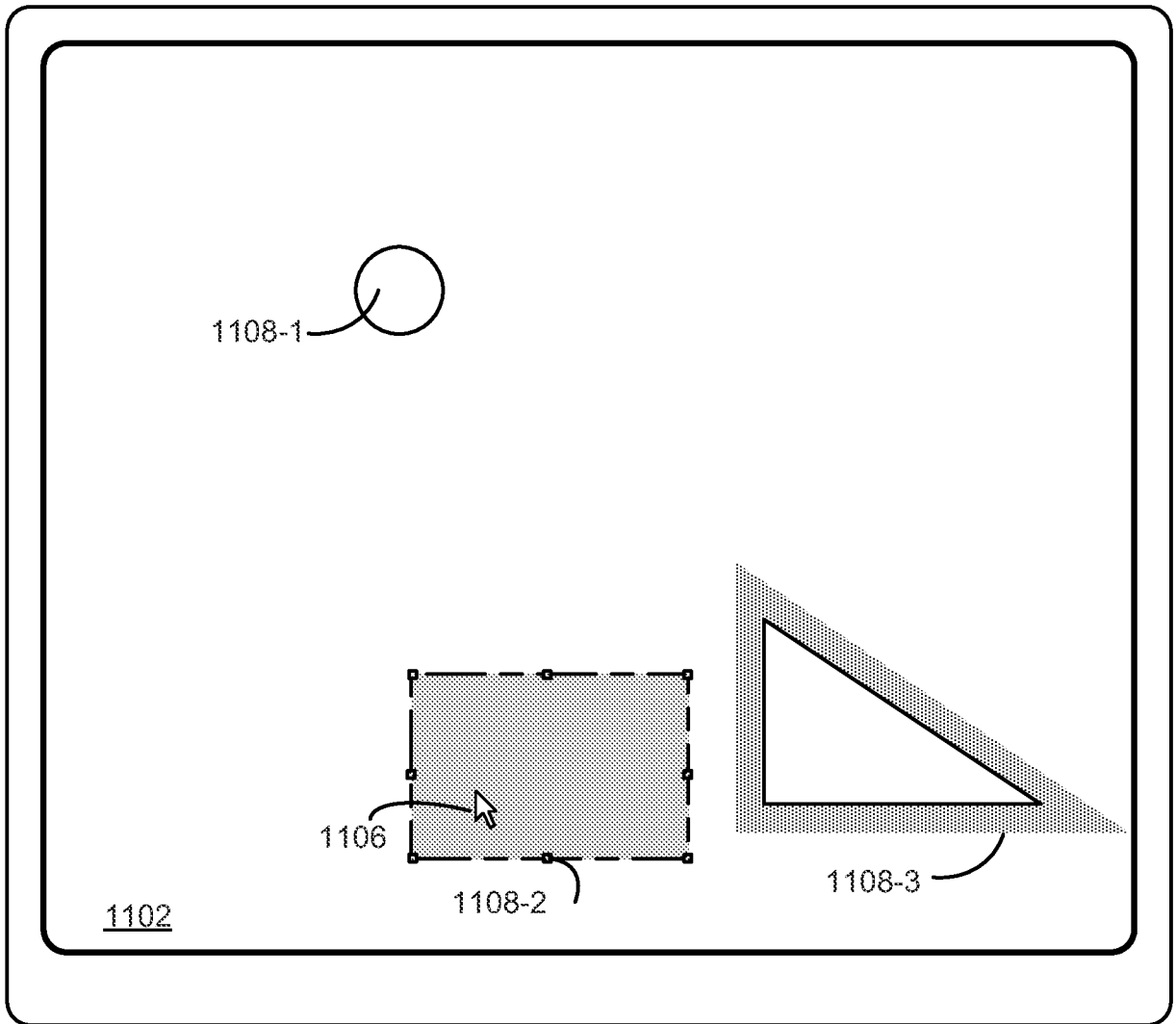
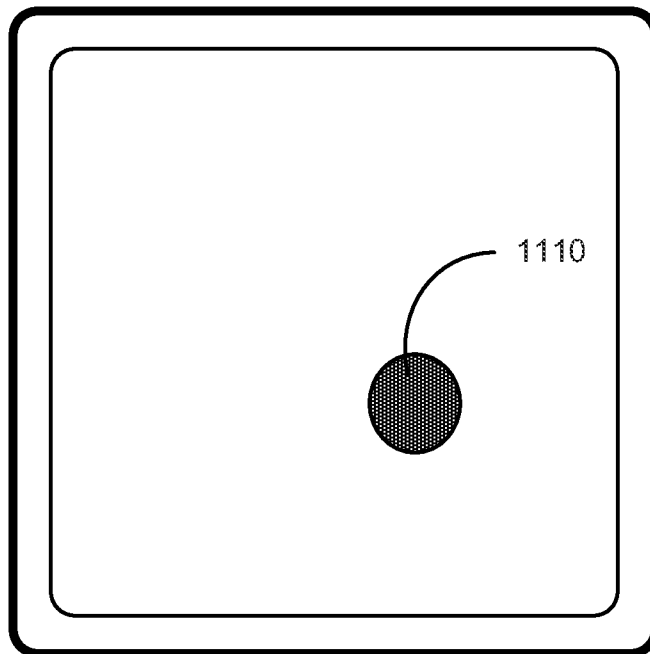


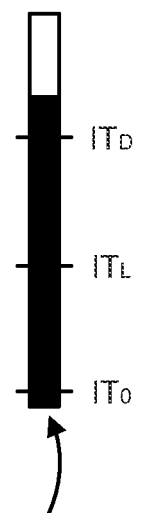
Figure 5C



Display 340

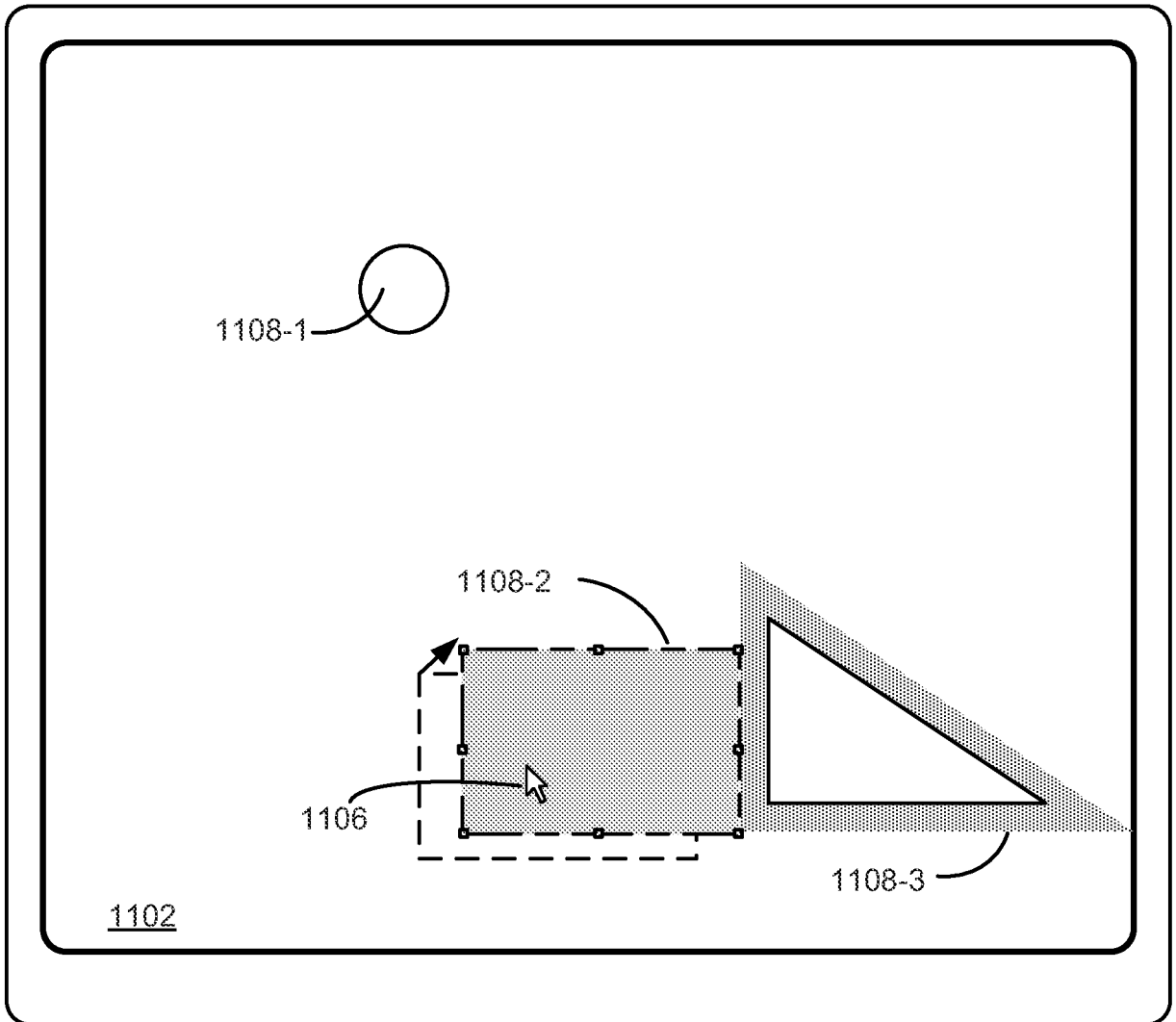


Touchpad 355

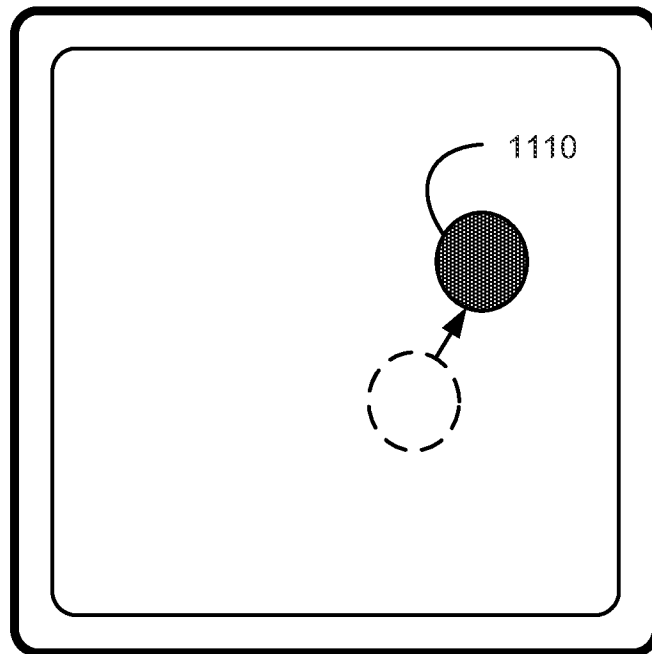


Intensity of Contact  
1110

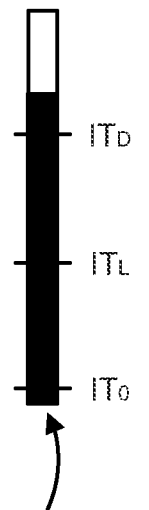
Figure 5D



Display 340

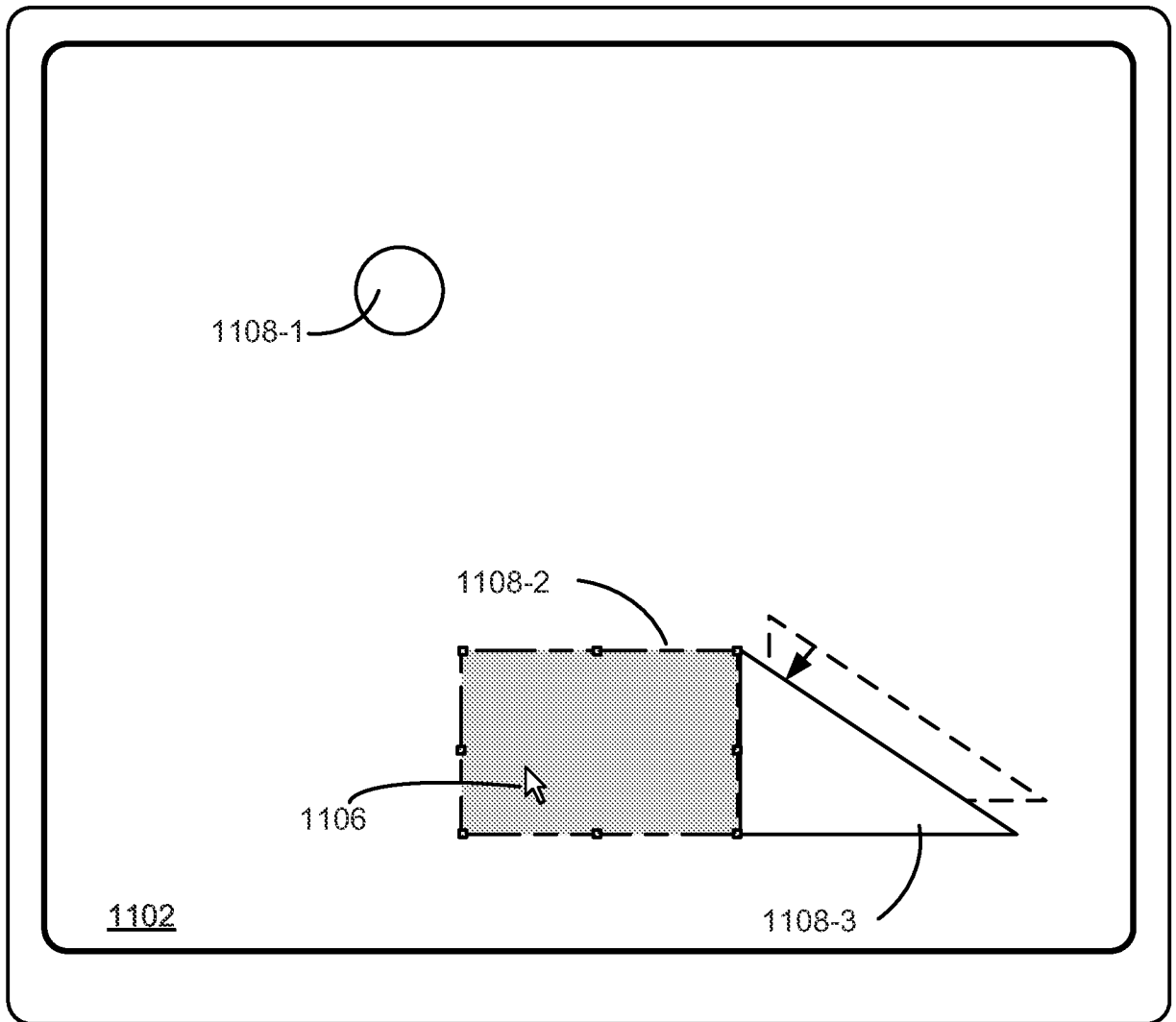


Touchpad 355

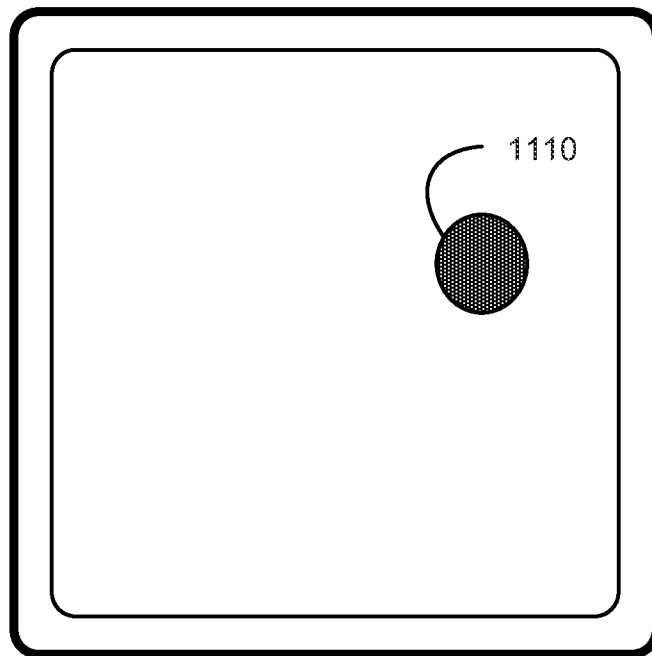


Intensity of Contact 1110

Figure 5E



Display 340



Touchpad 355

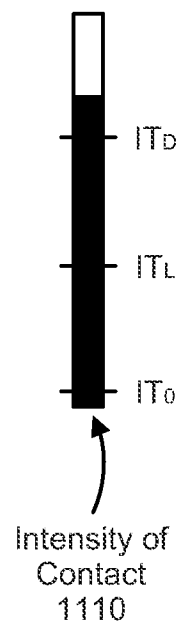
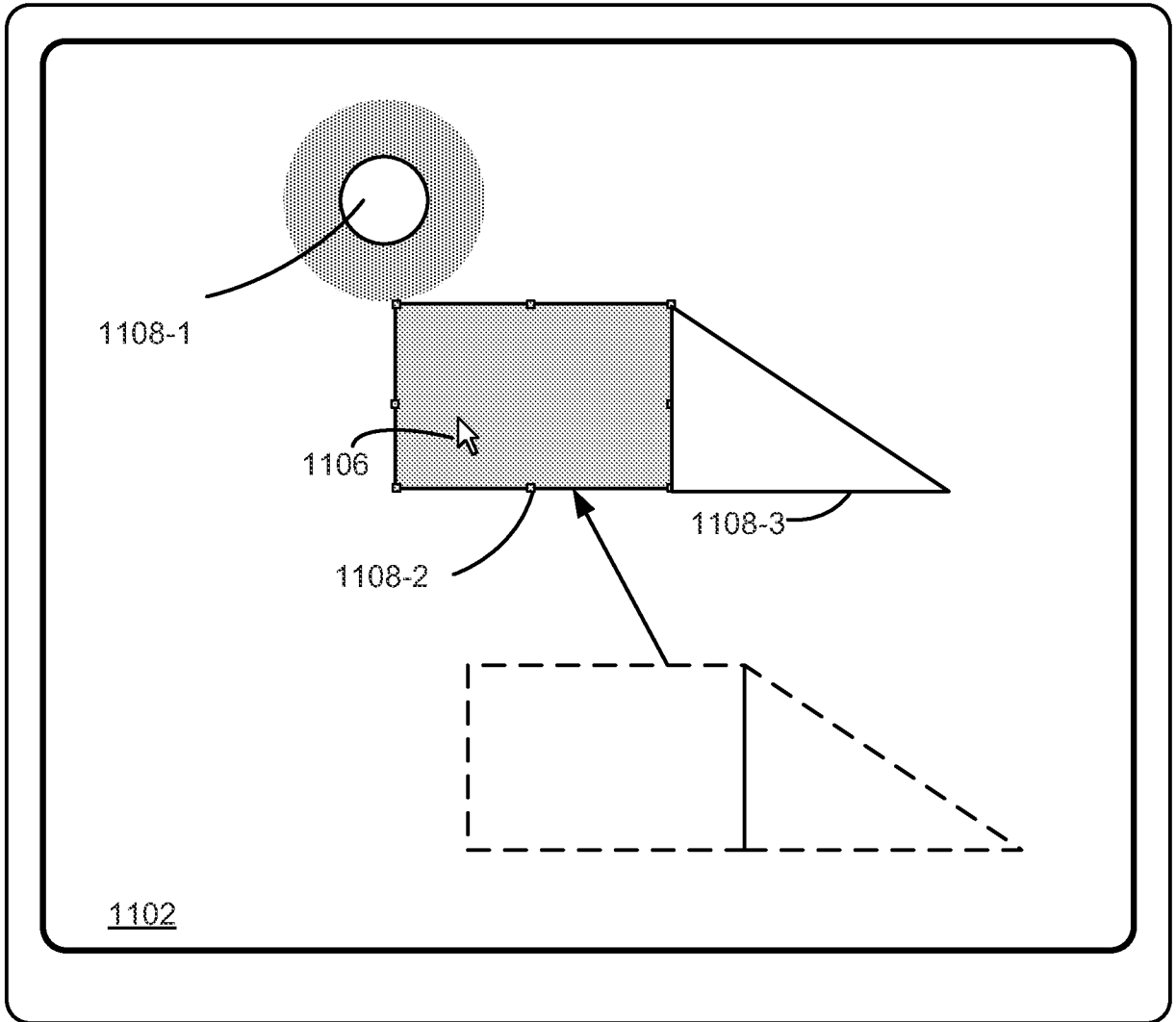
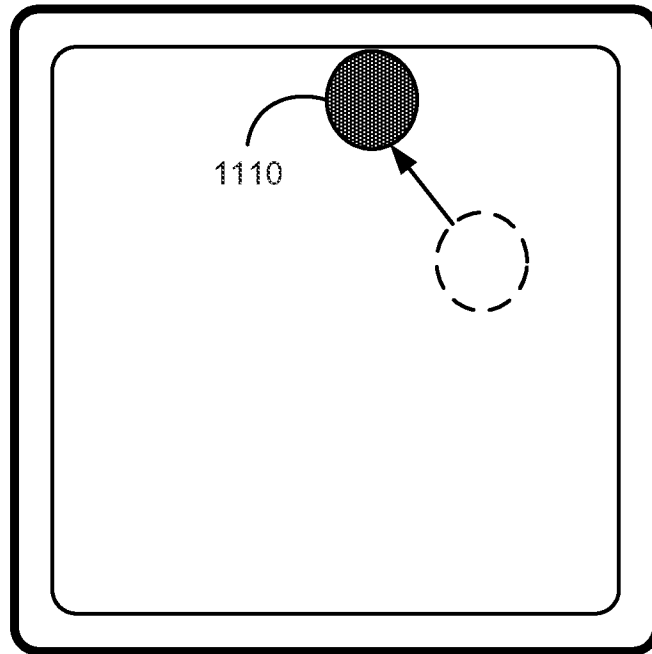


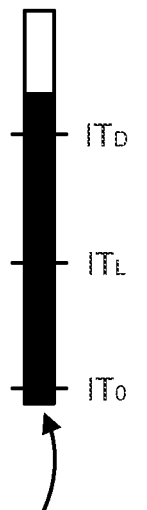
Figure 5F



Display 340

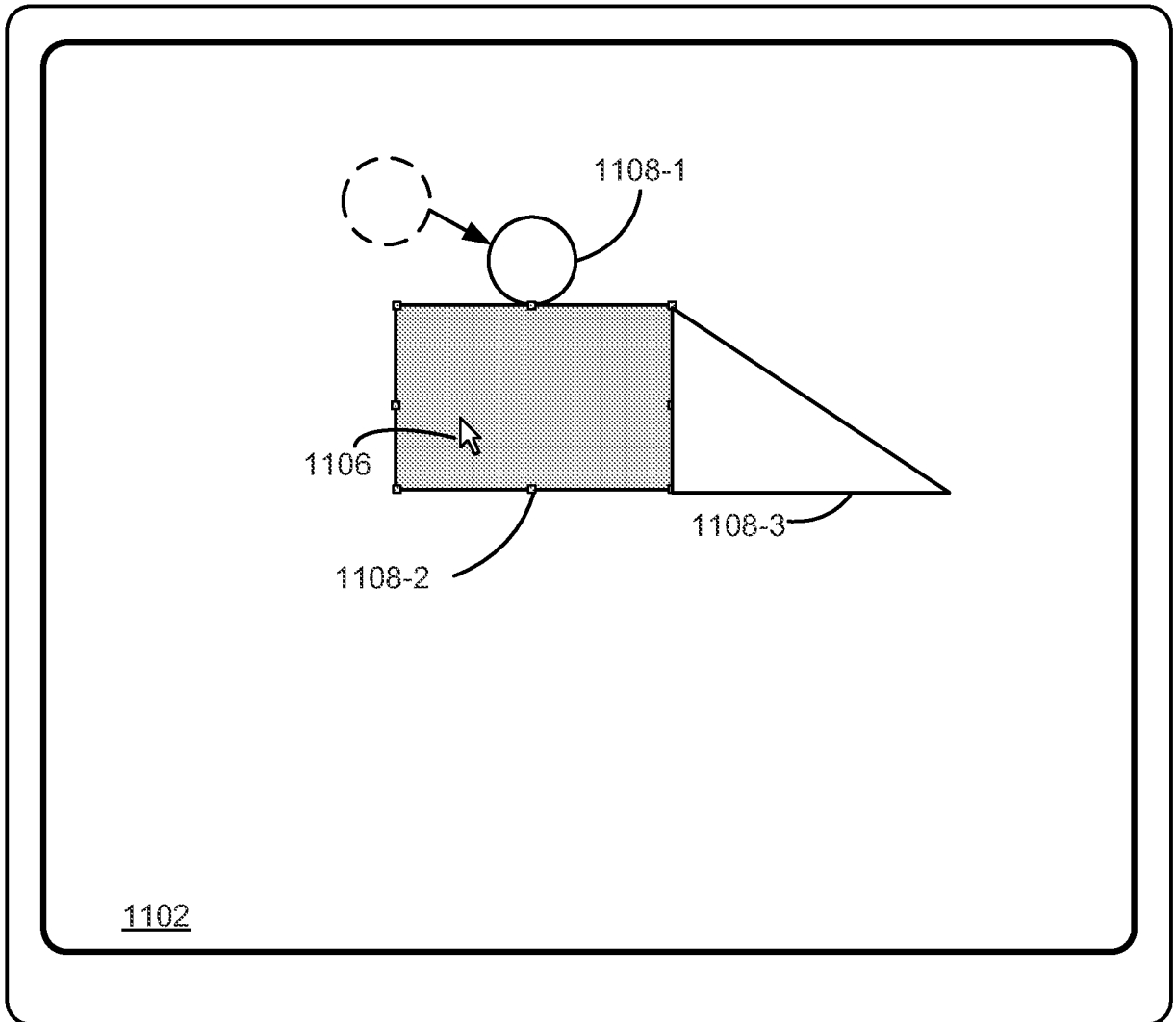


Touchpad 355

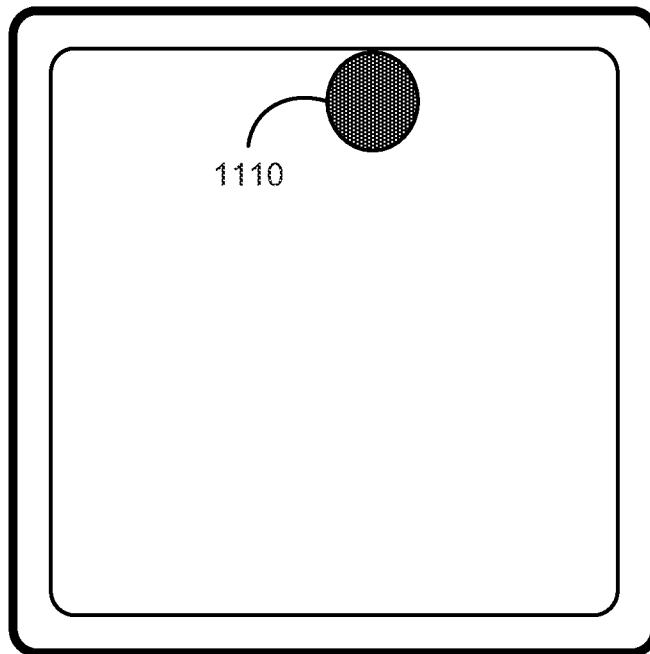


Intensity of Contact  
1110

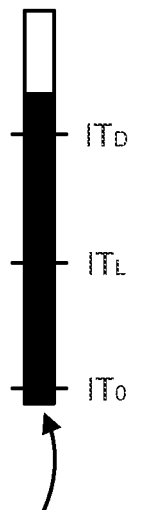
Figure 5G



Display 340

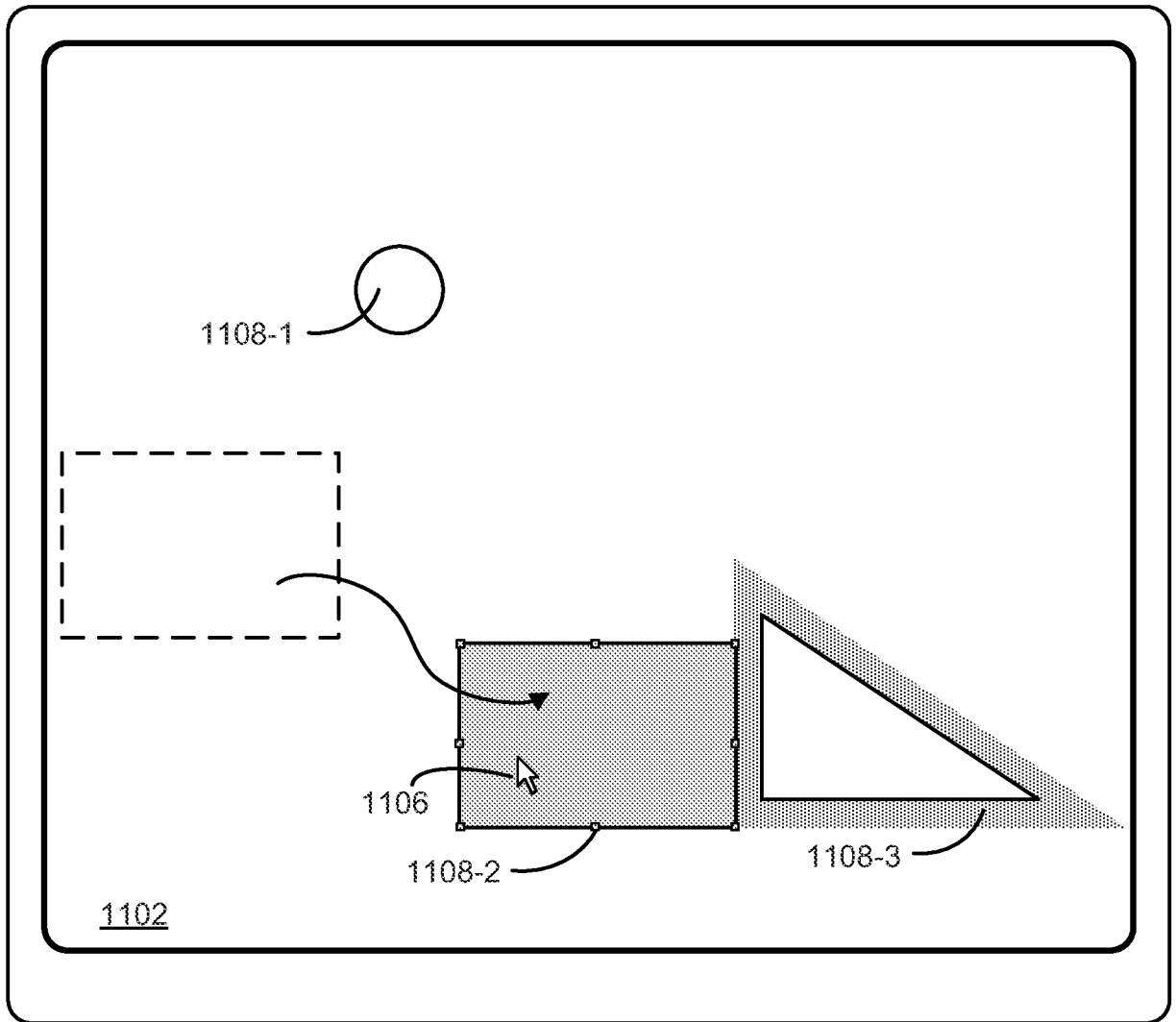


Touchpad 355

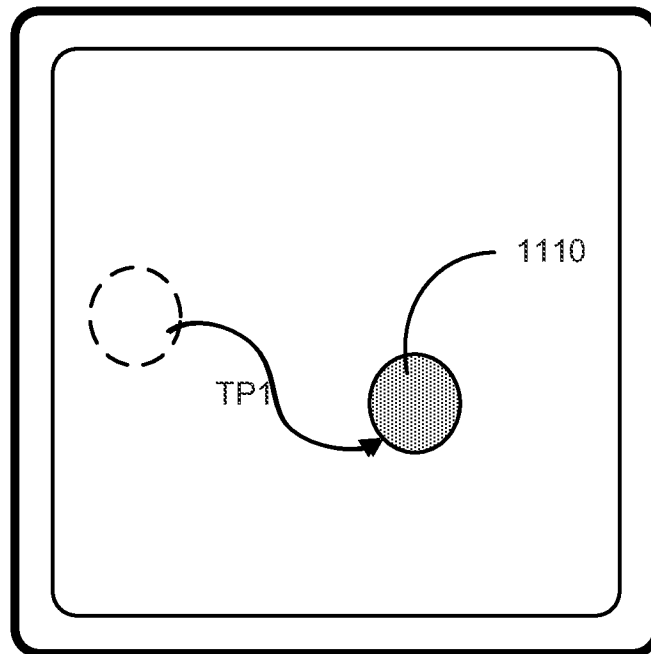


Intensity of Contact 1110

Figure 5H



Display 340



Touchpad 355

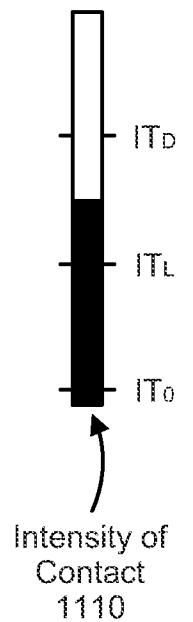
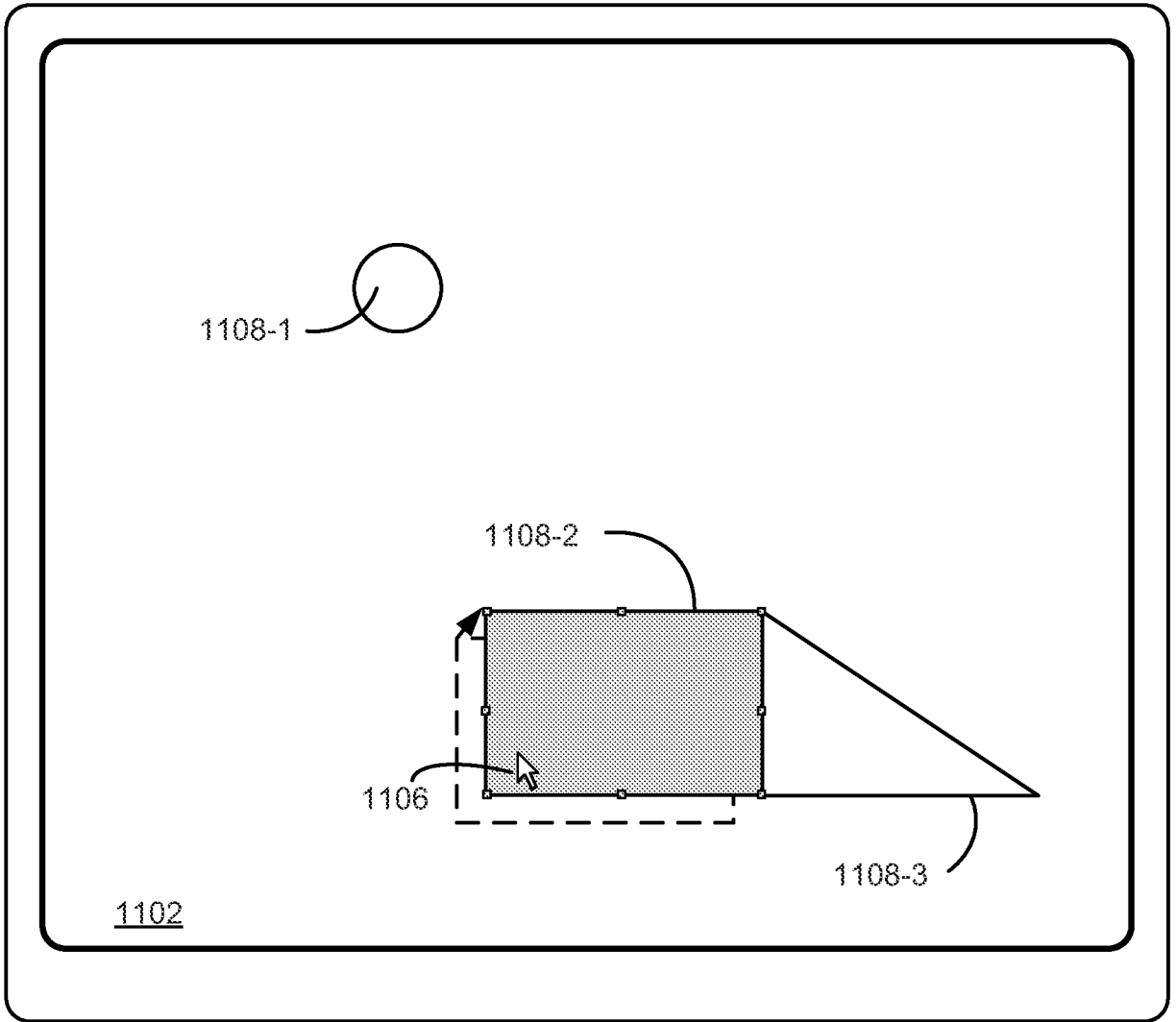
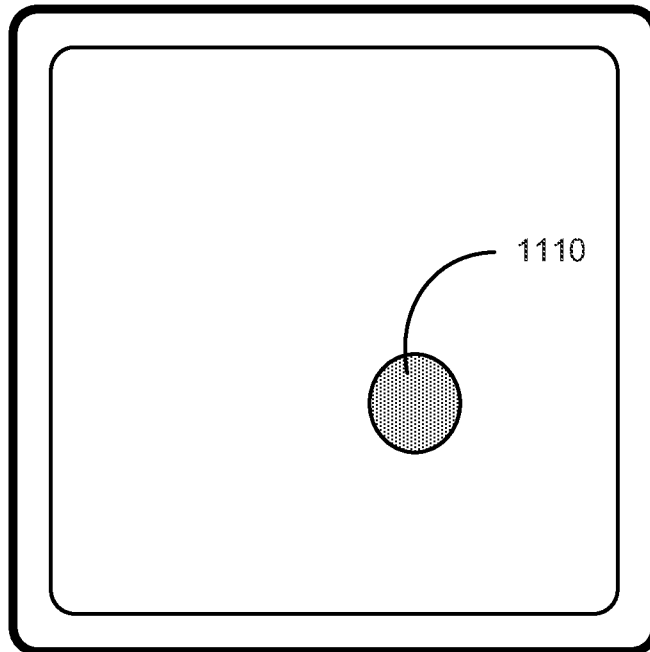


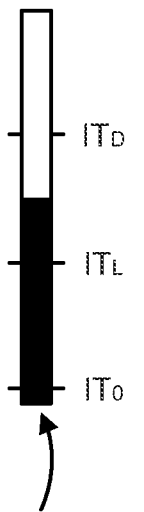
Figure 5I



Display 340

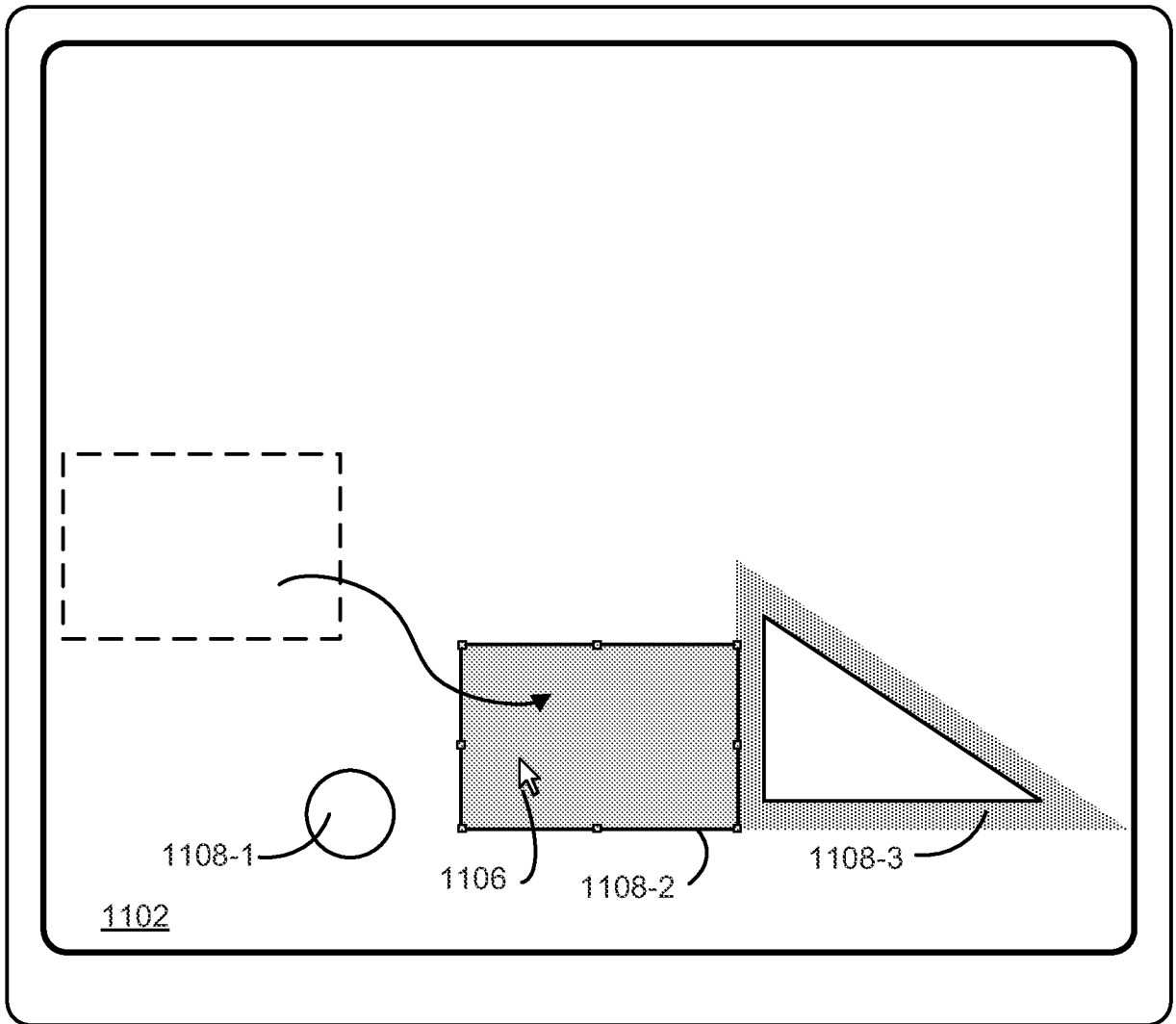


Touchpad 355

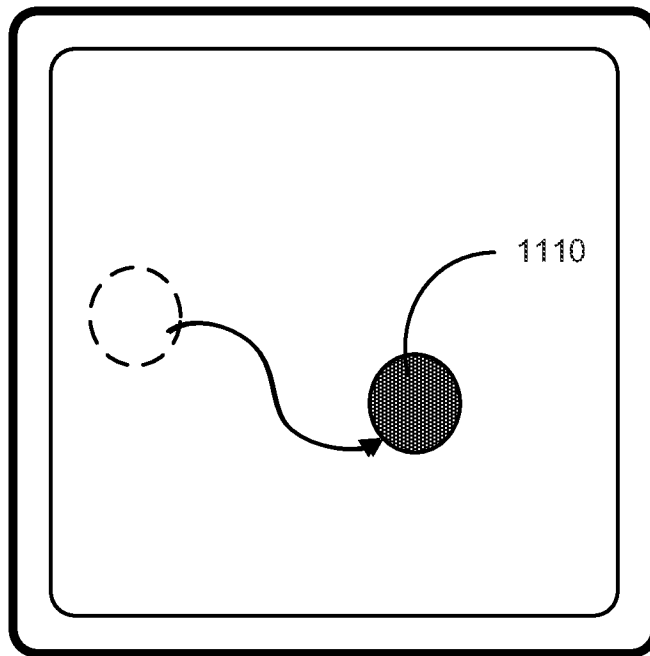


Intensity of Contact 1110

Figure 5J



Display 340



Touchpad 355

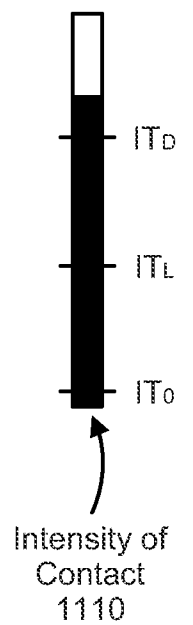
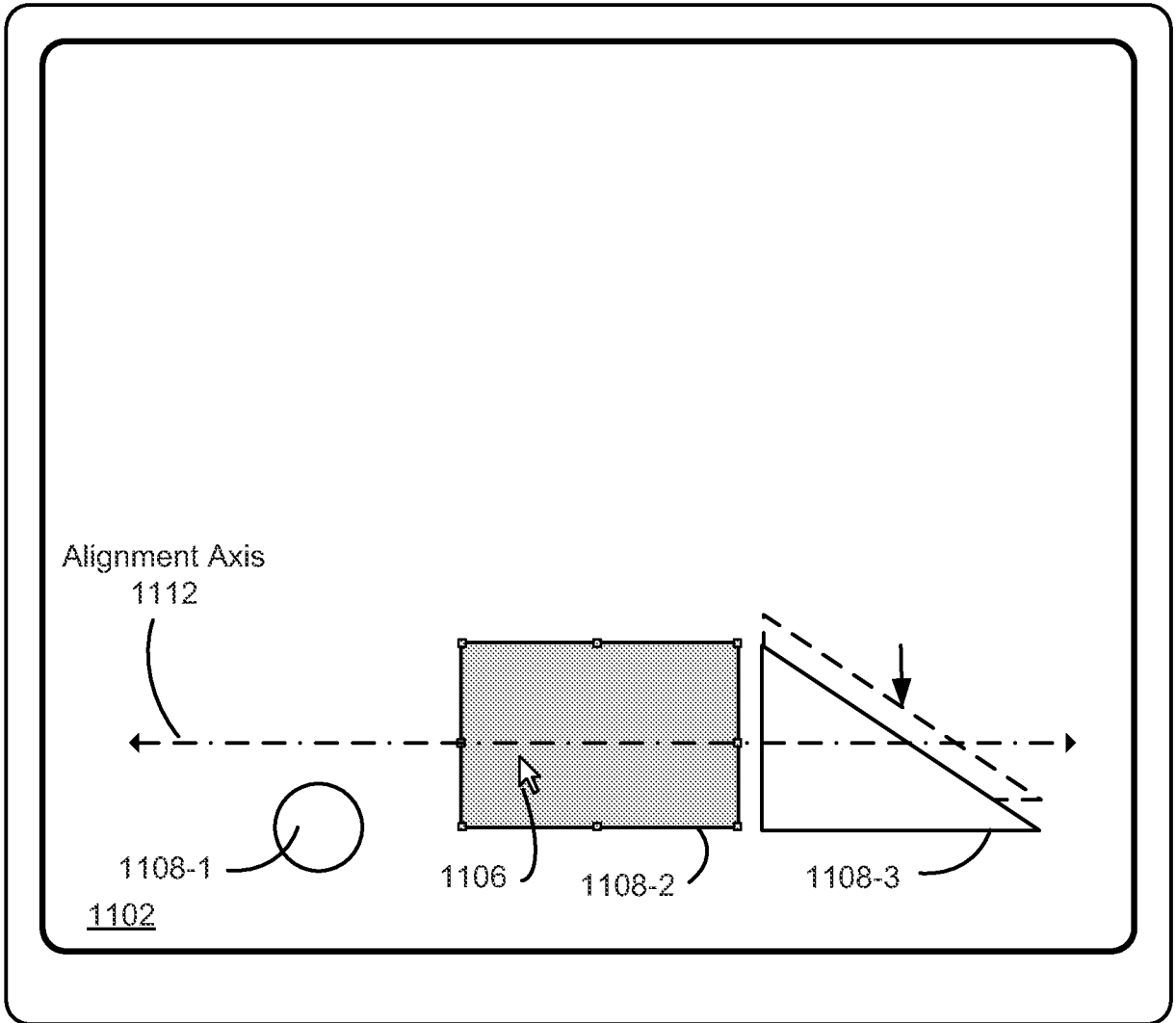
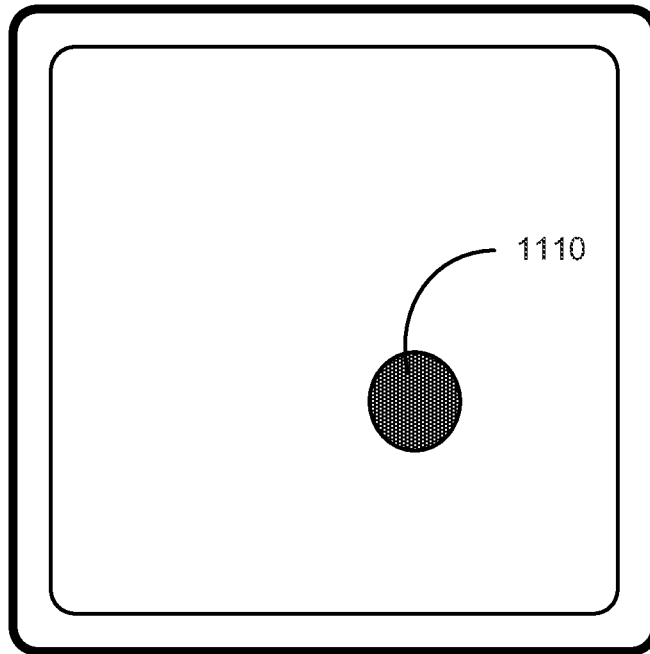


Figure 5K



Display 340



Touchpad 355

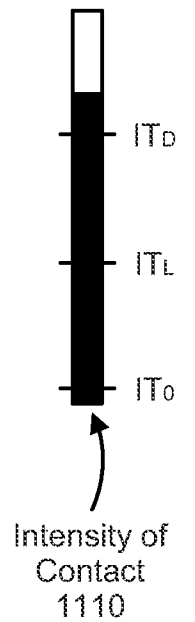
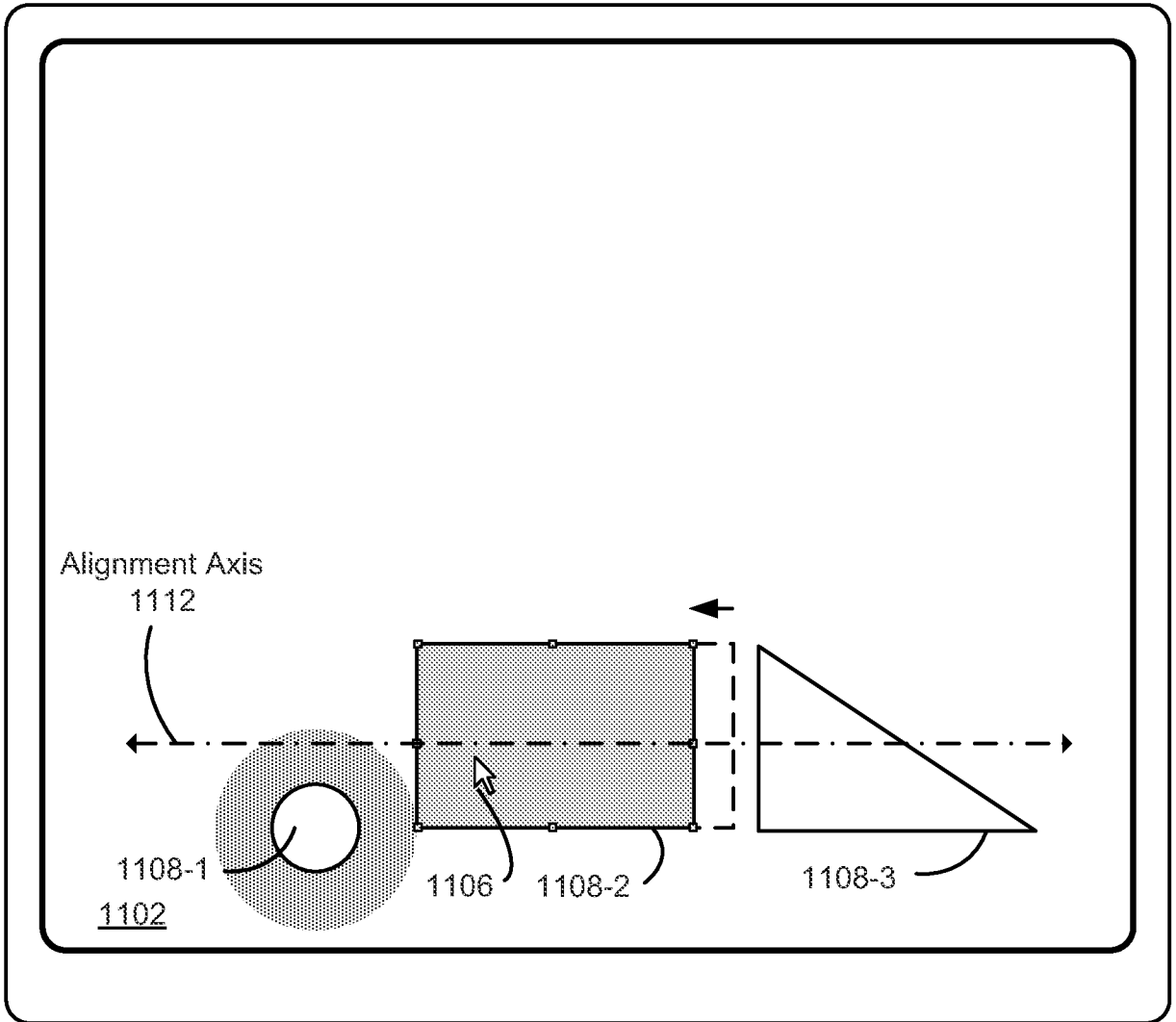
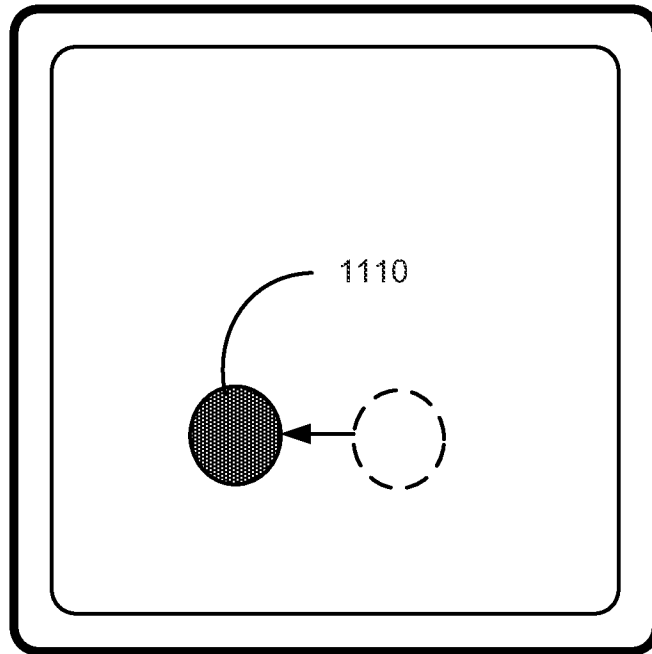


Figure 5L



Display 340



Touchpad 355

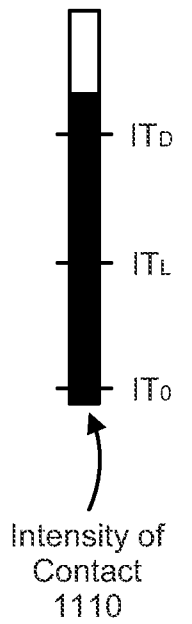
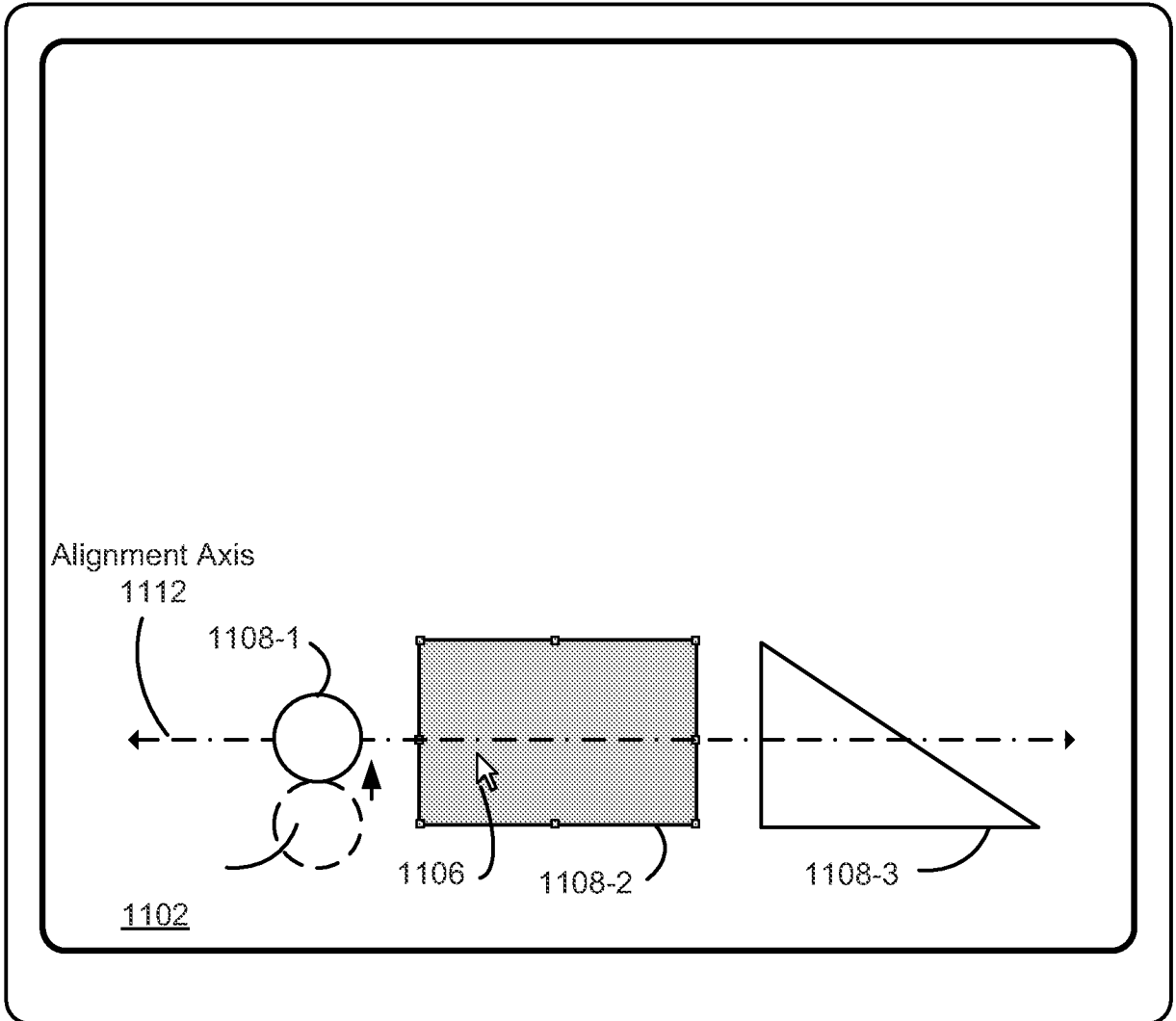


Figure 5M



Display 340

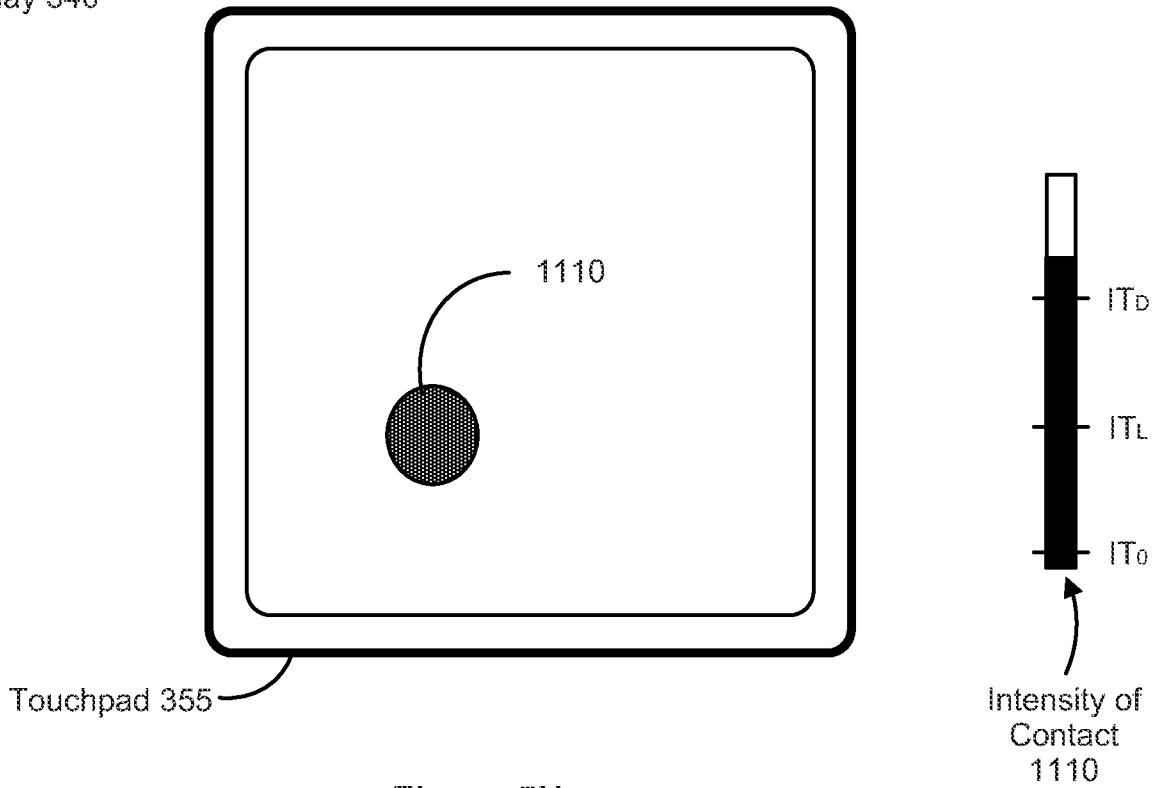


Figure 5N

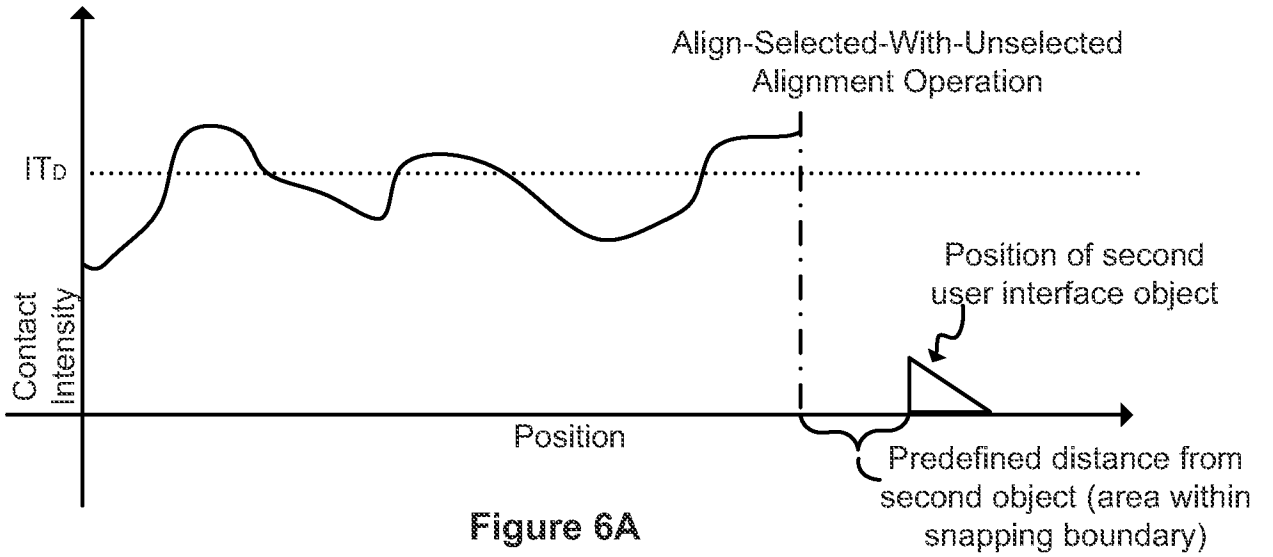


Figure 6A

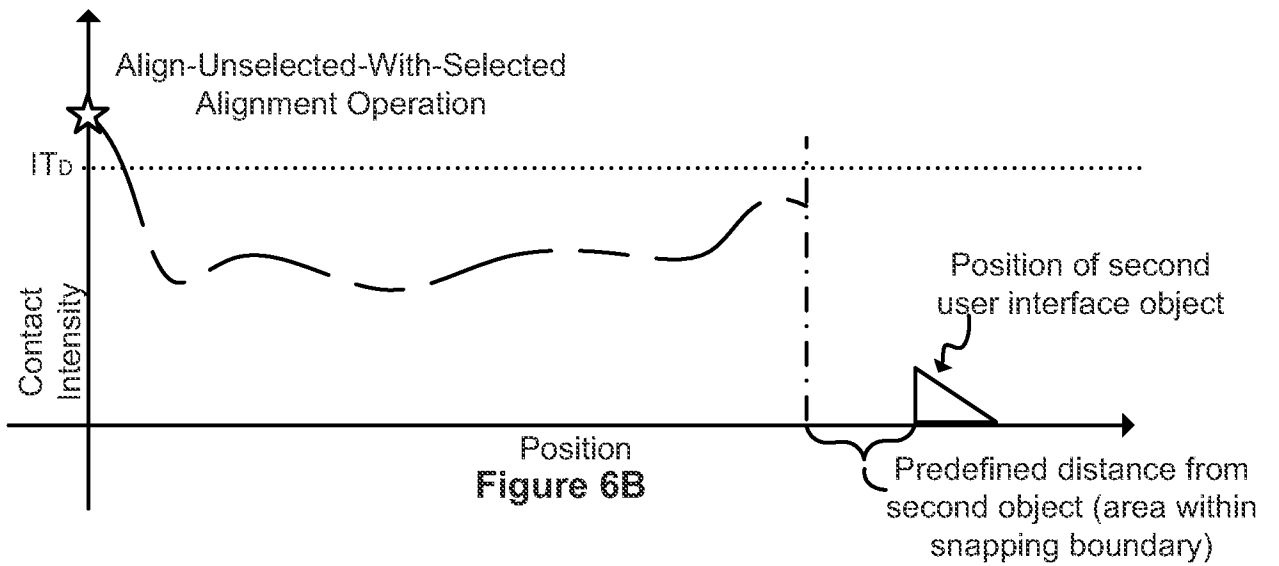


Figure 6B

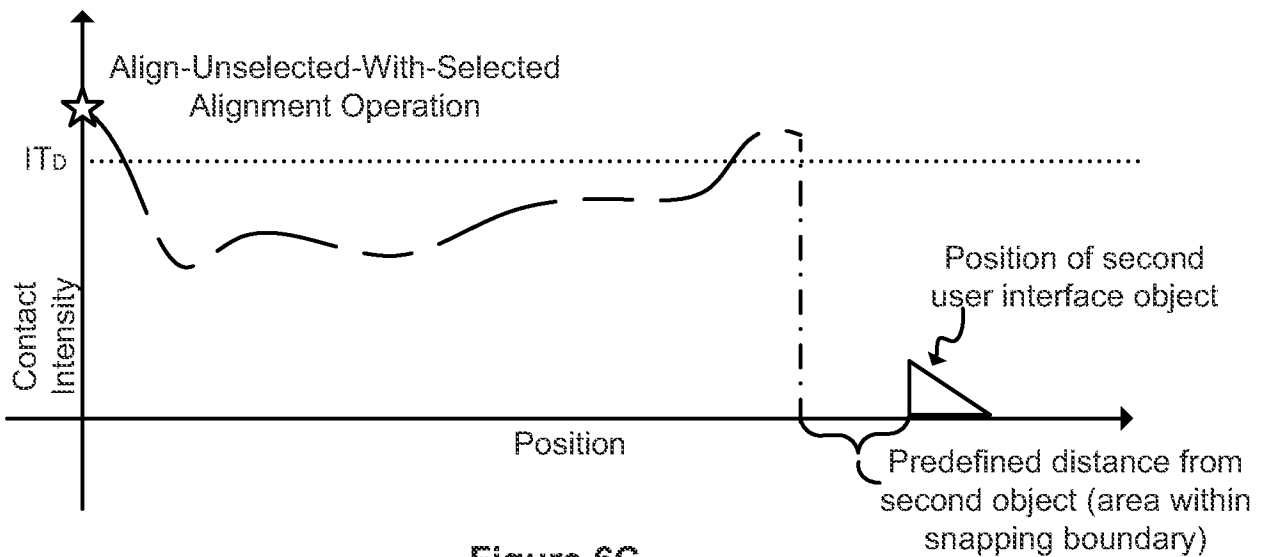


Figure 6C

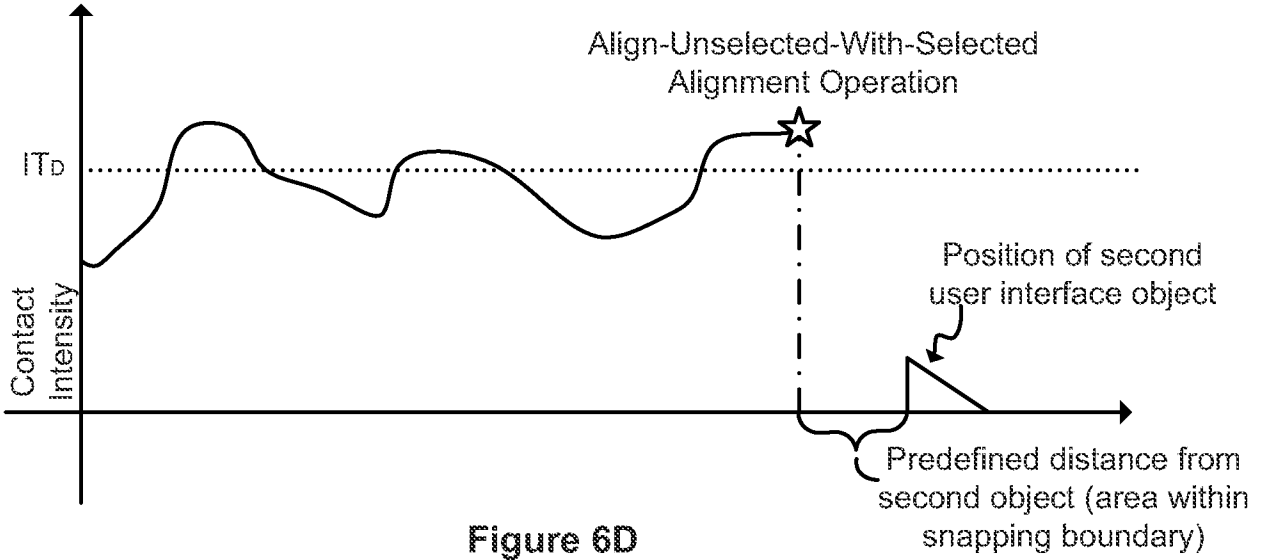


Figure 6D

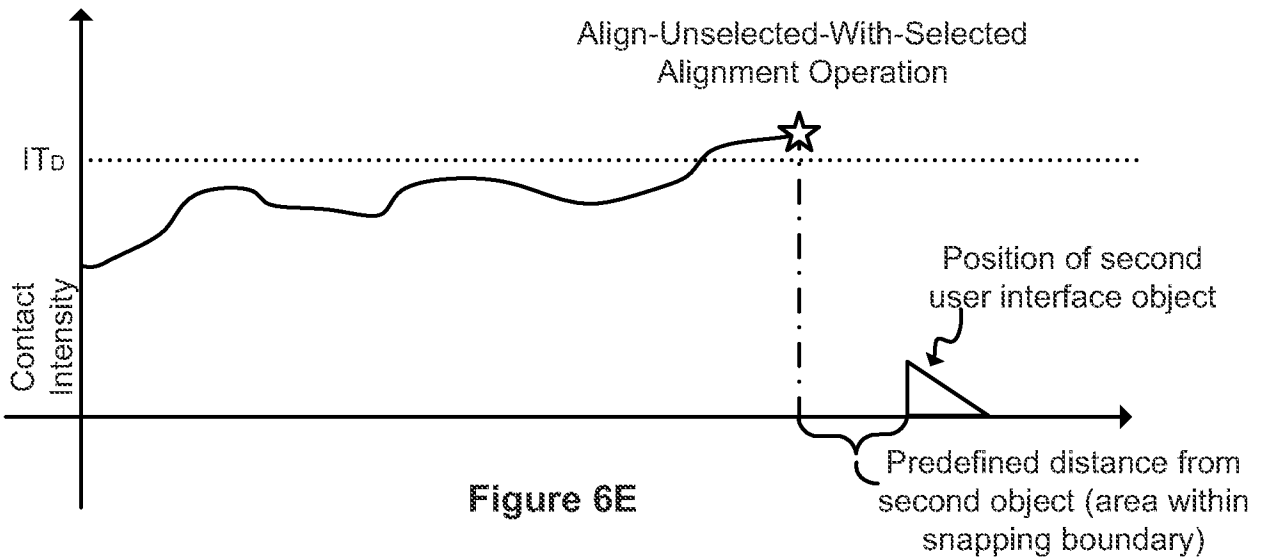


Figure 6E

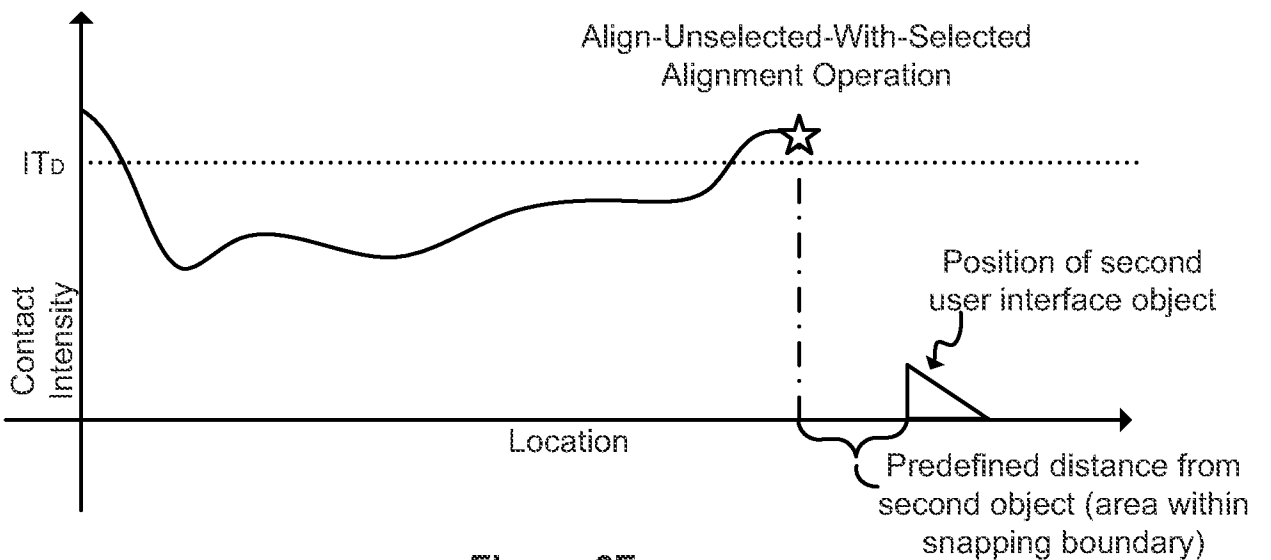


Figure 6F

1300

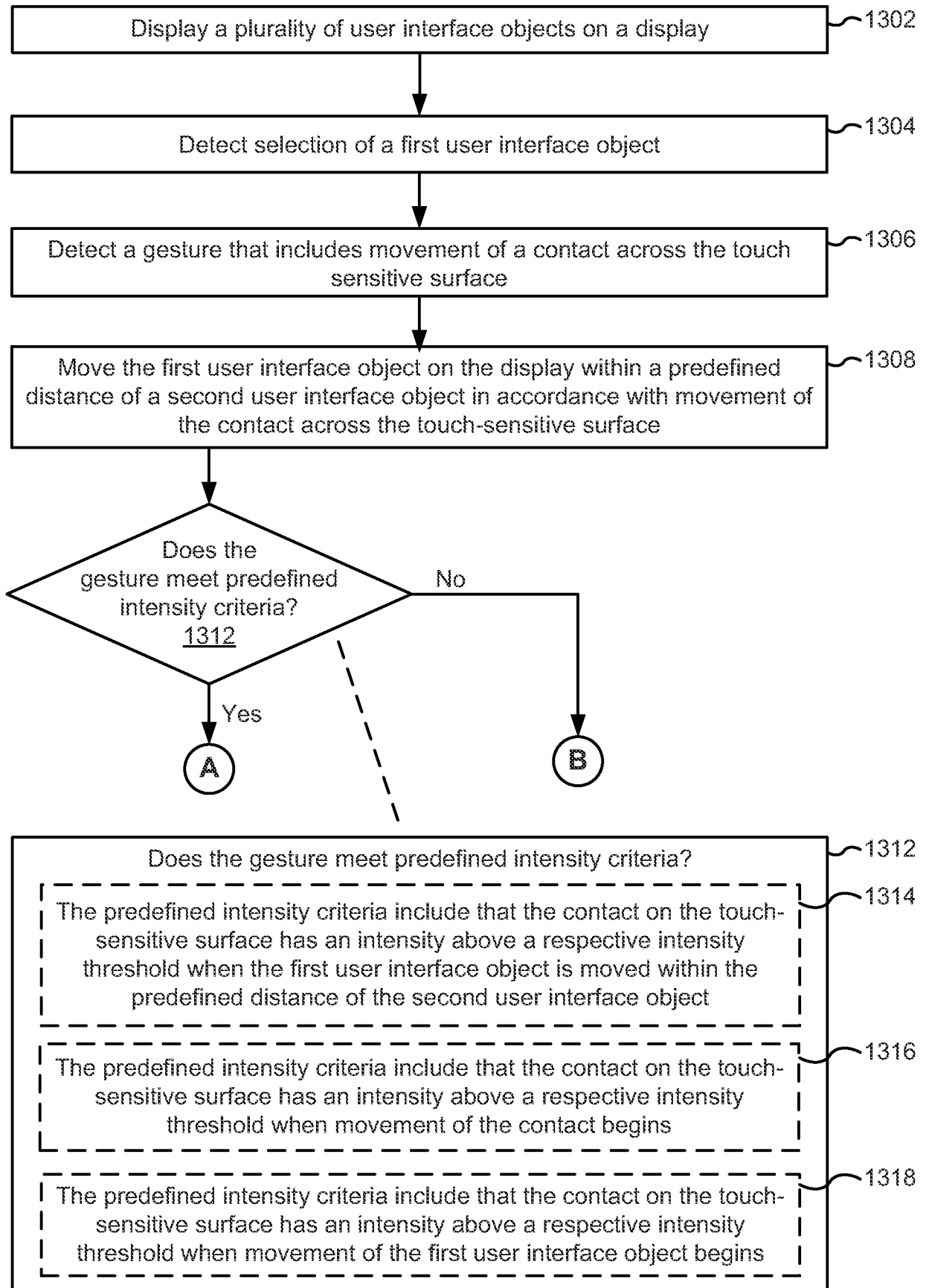


Figure 7A

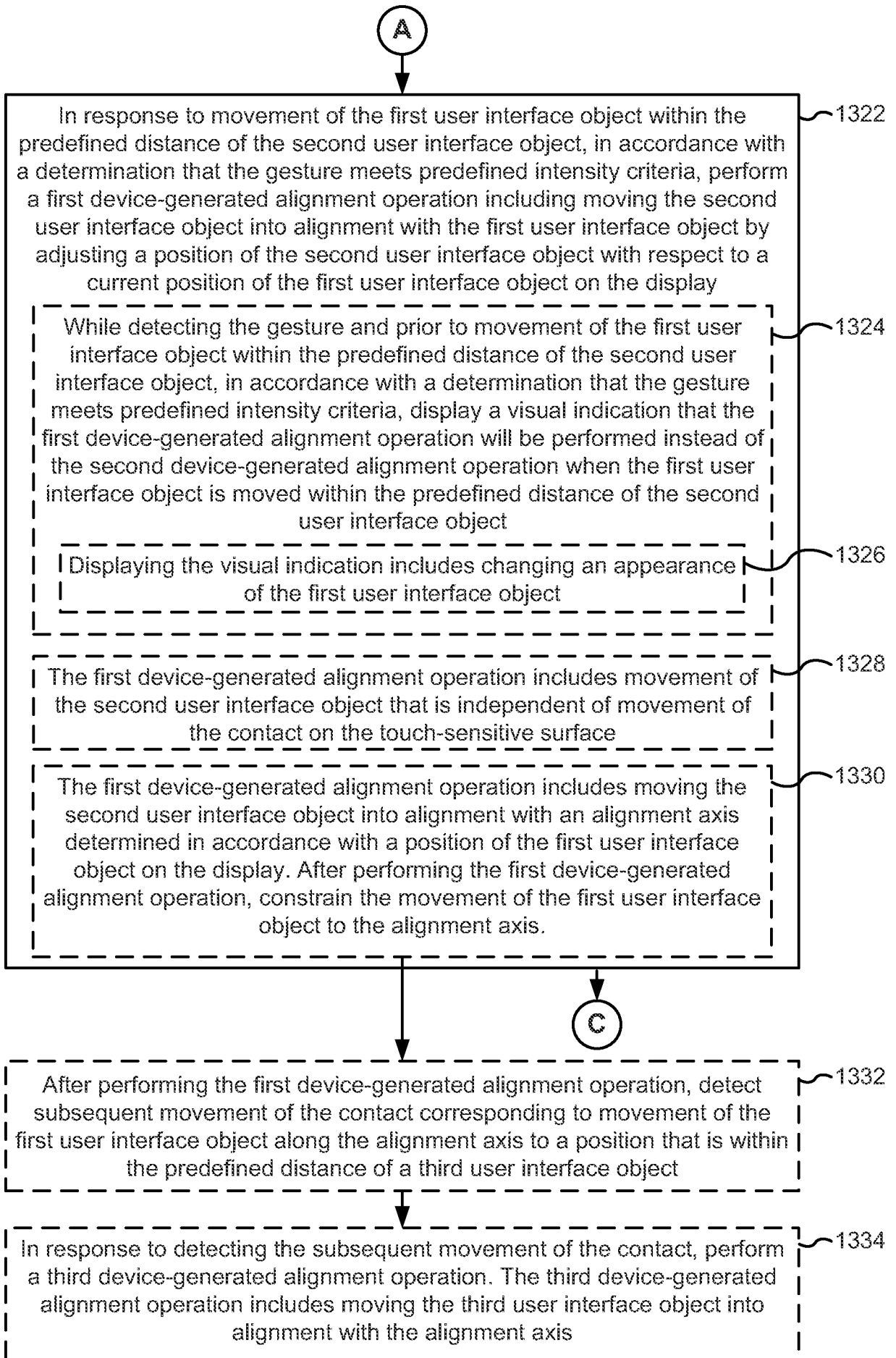


Figure 7B

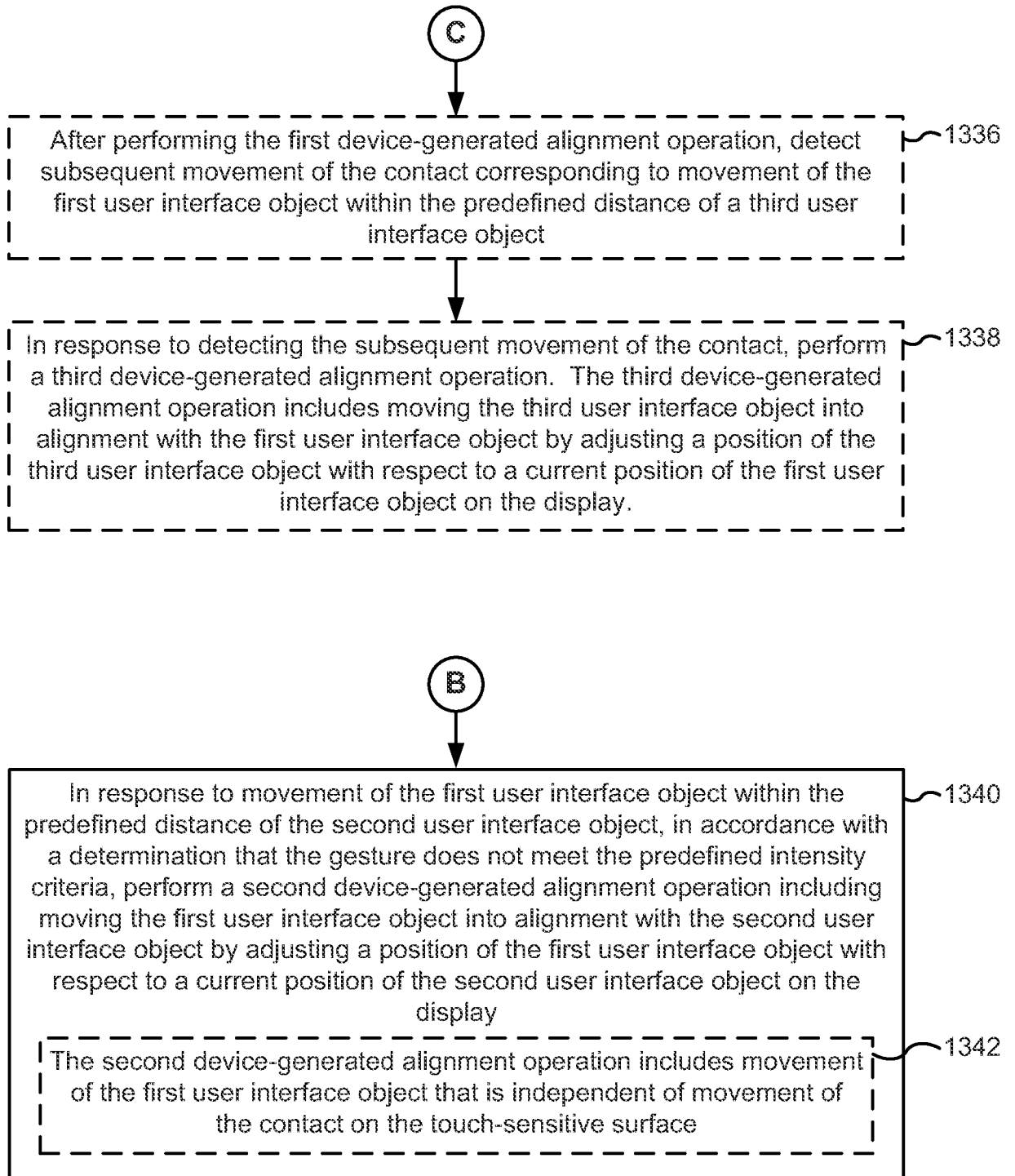


Figure 7C

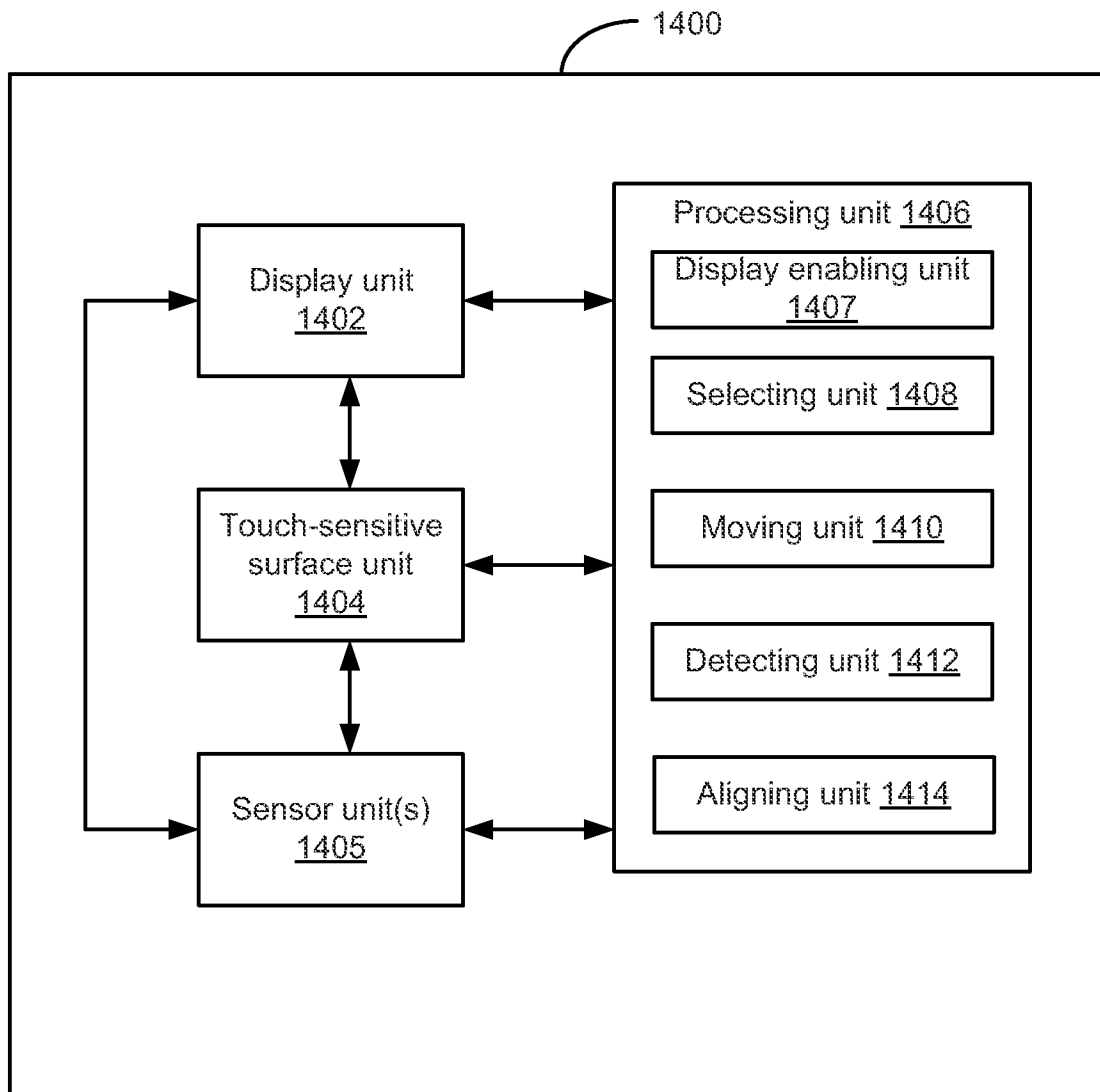


Figure 8

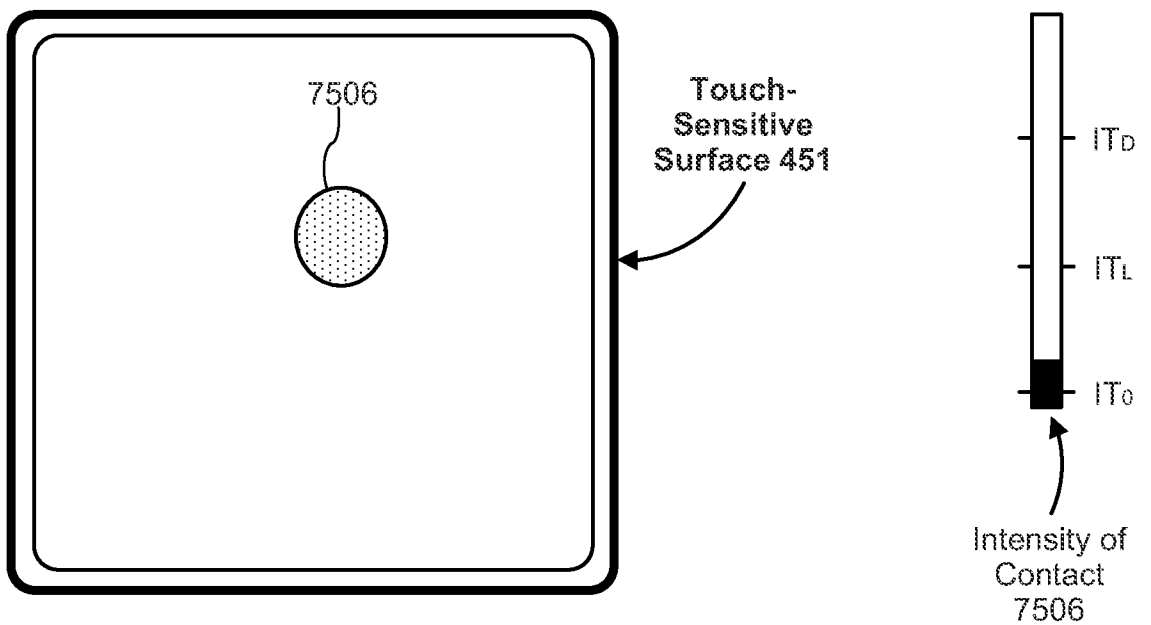
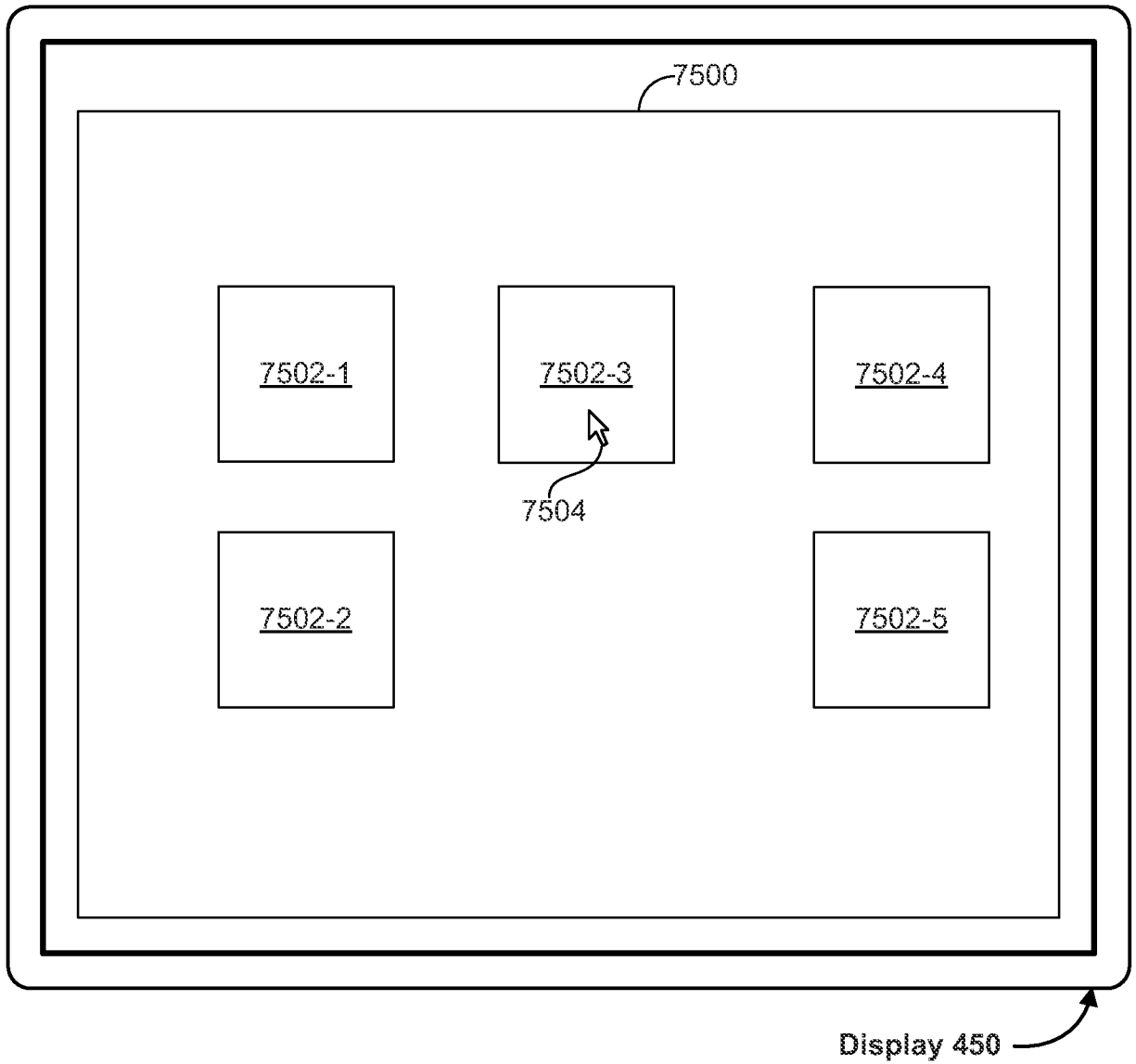


Figure 9A

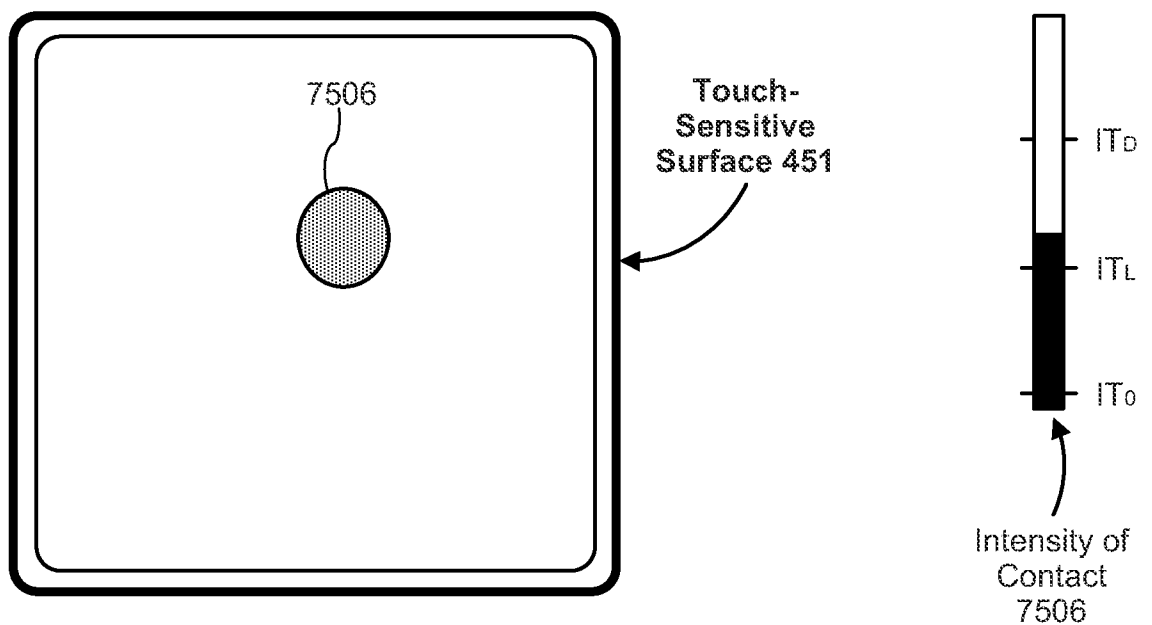
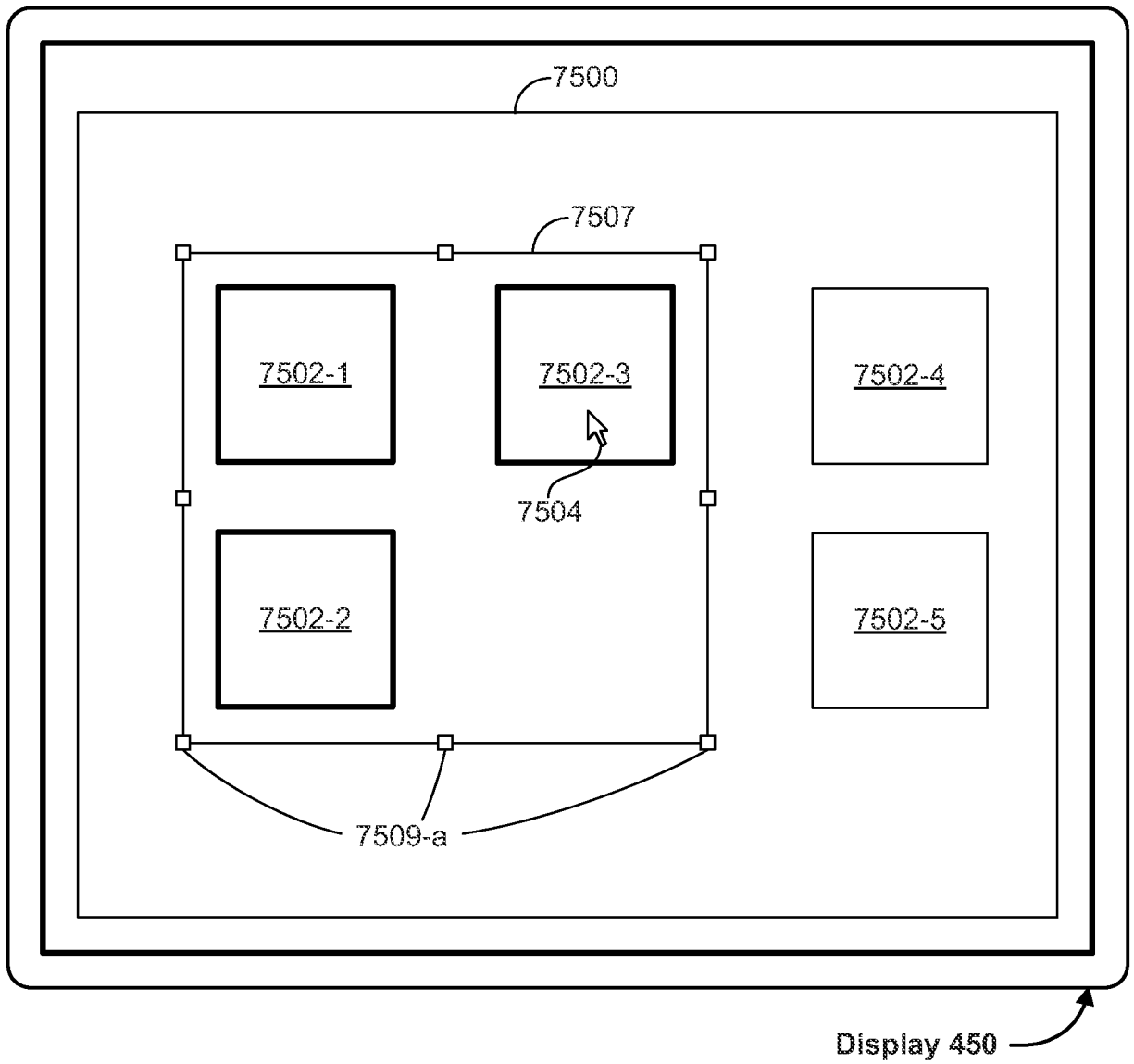


Figure 9B

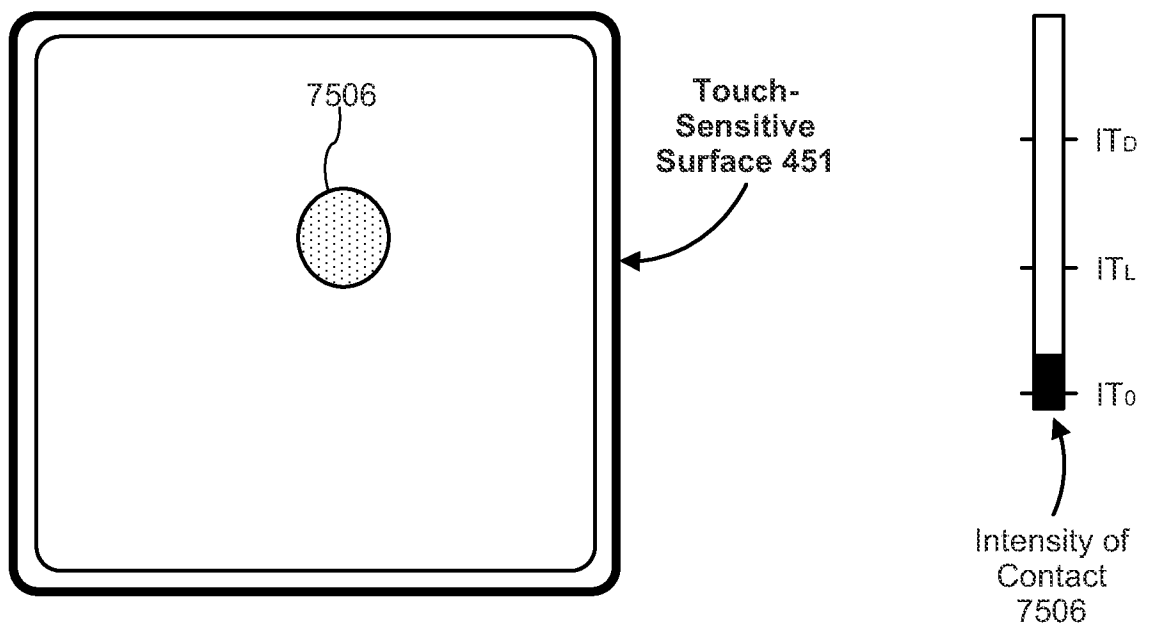
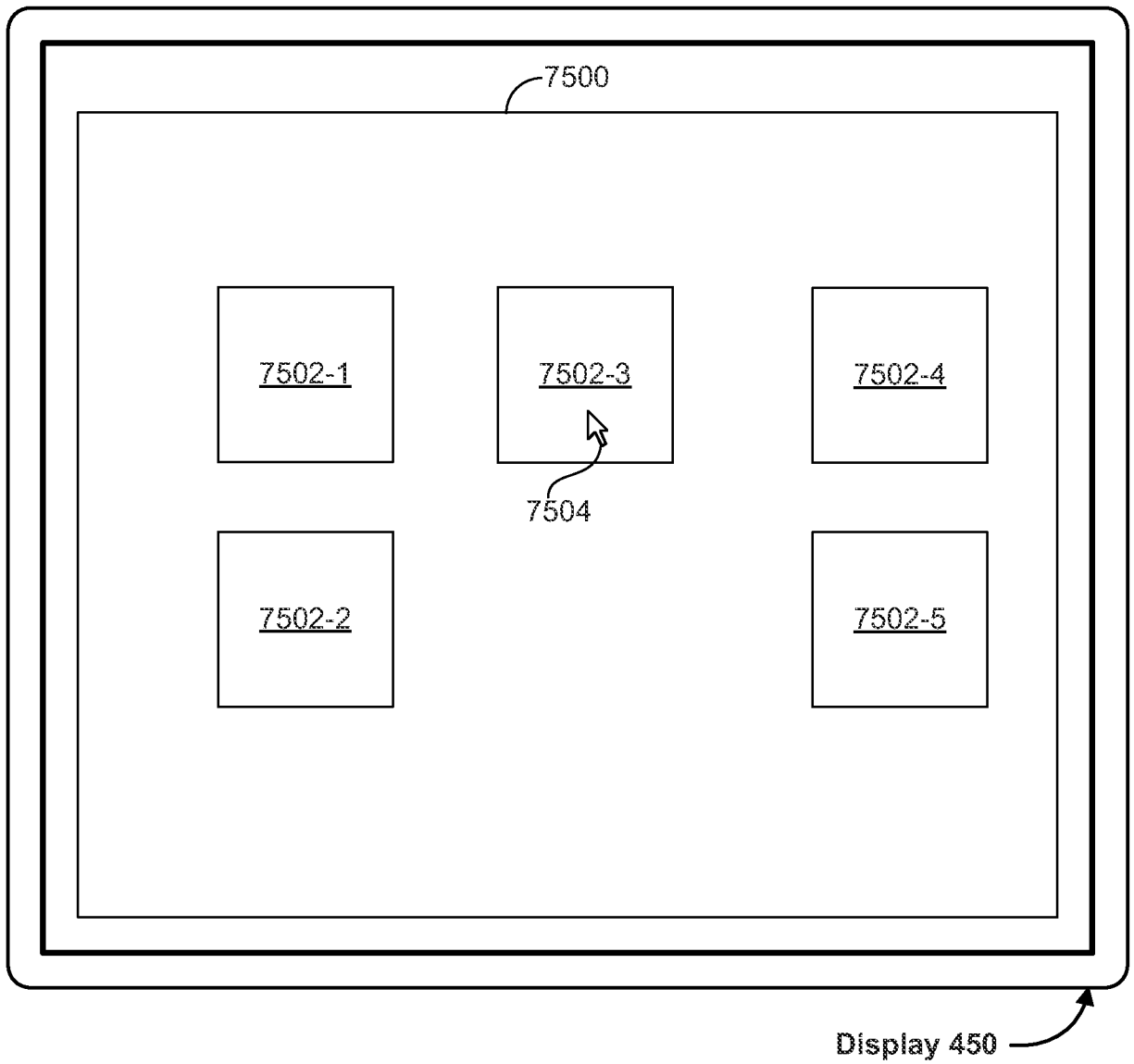


Figure 9C

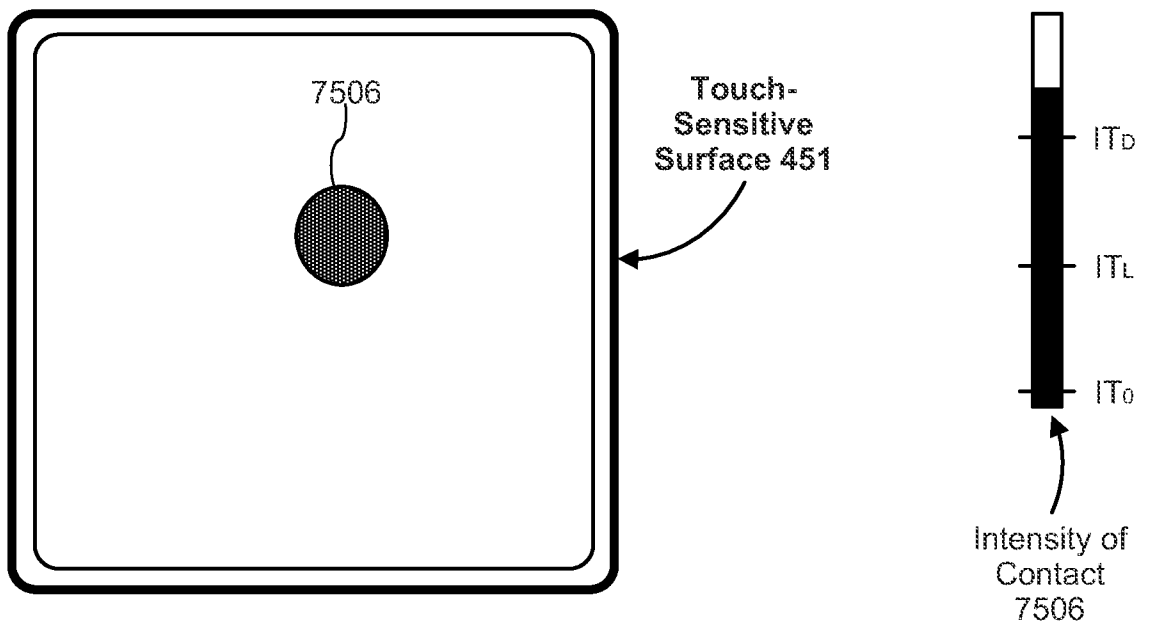
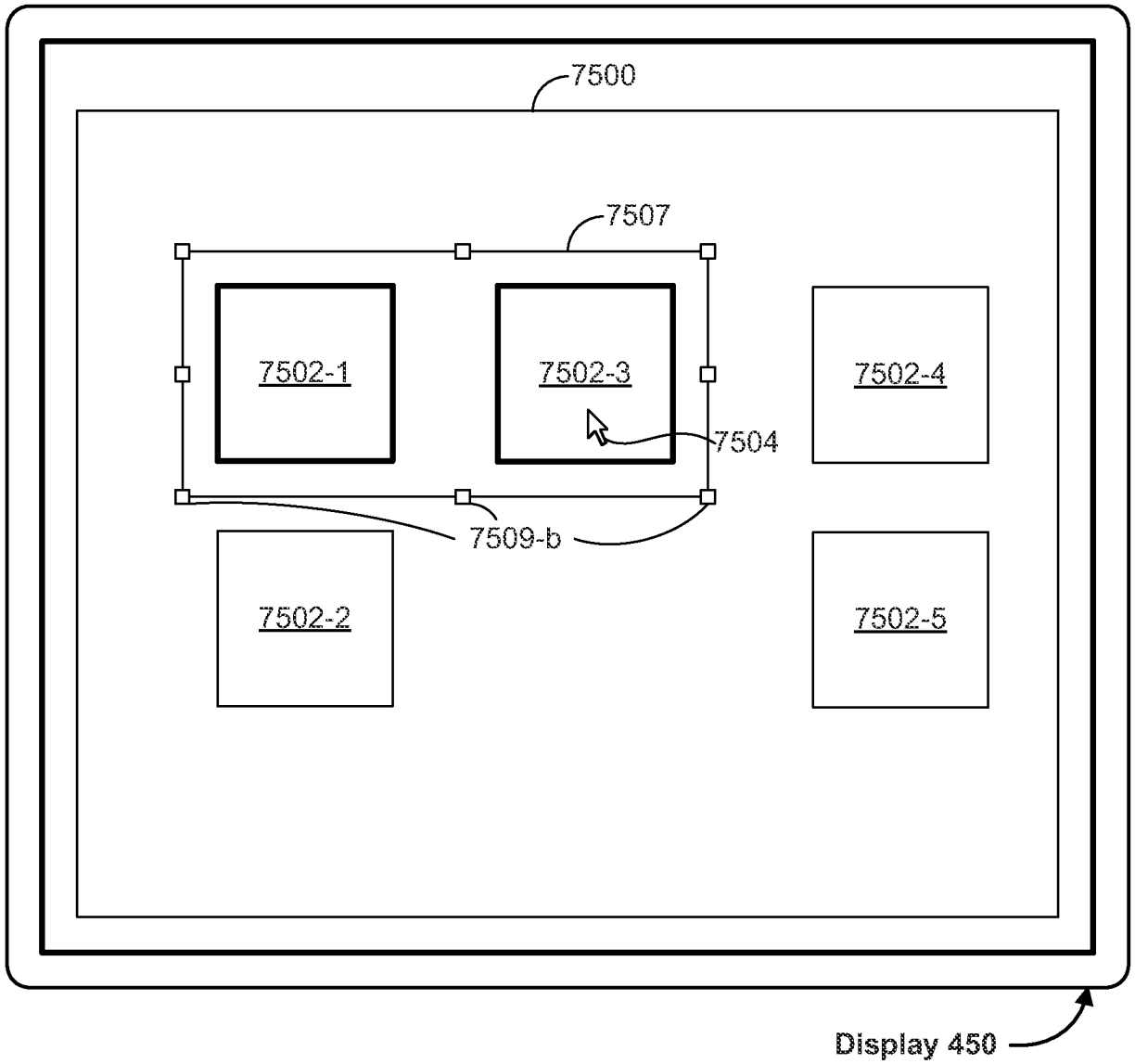


Figure 9D

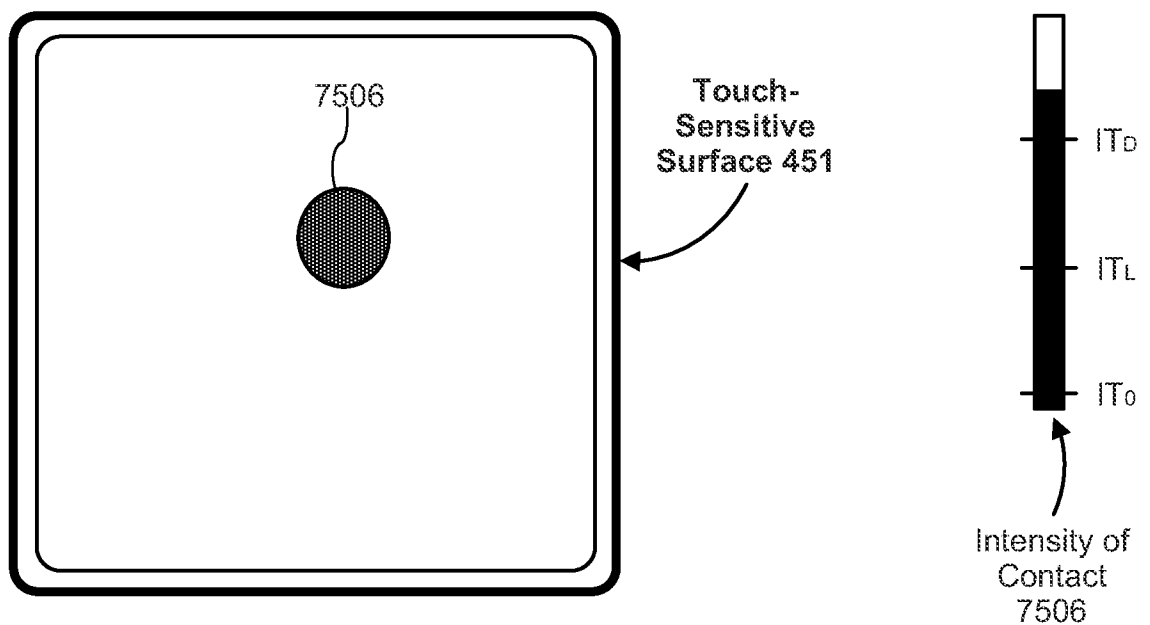
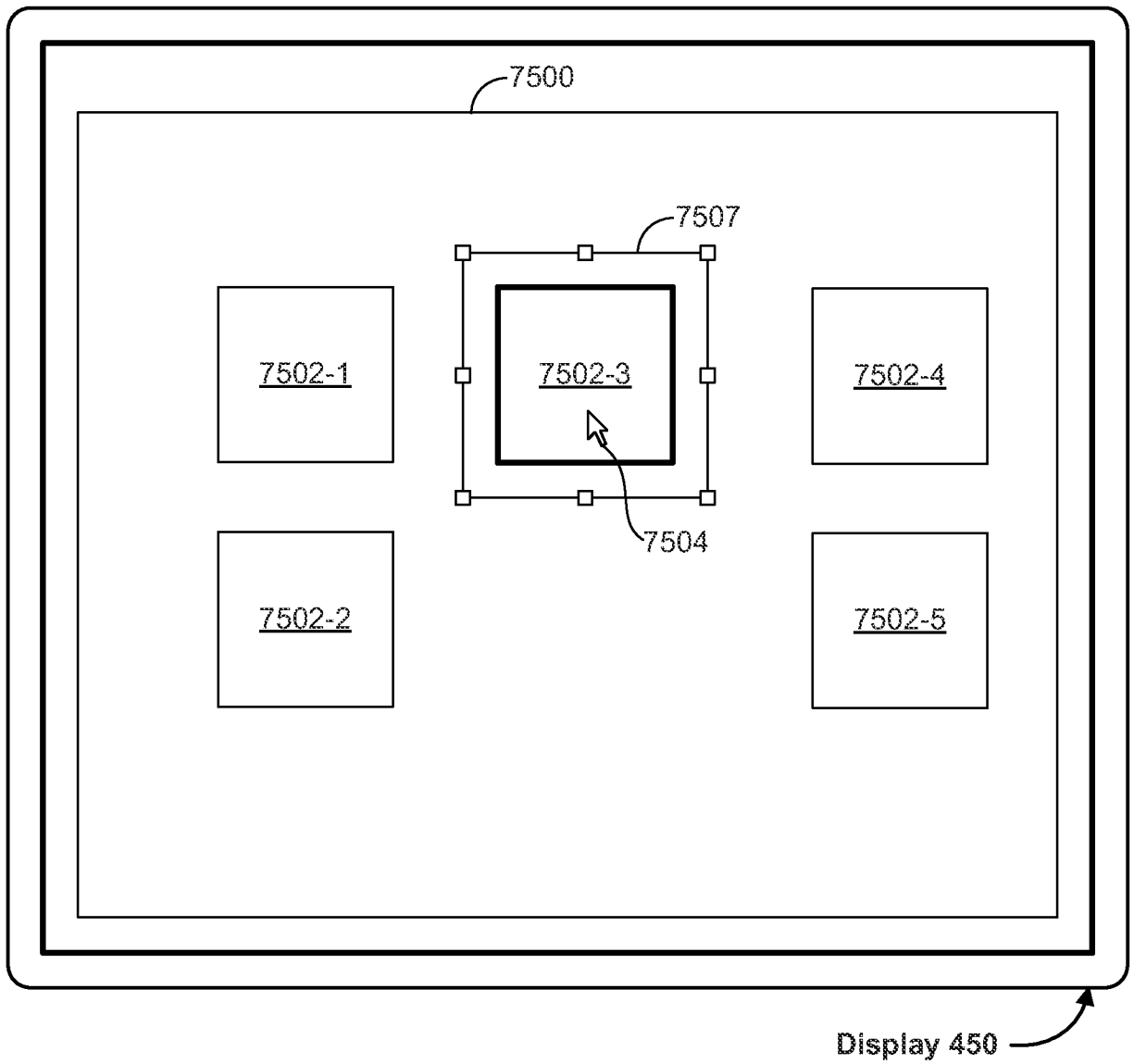


Figure 9E

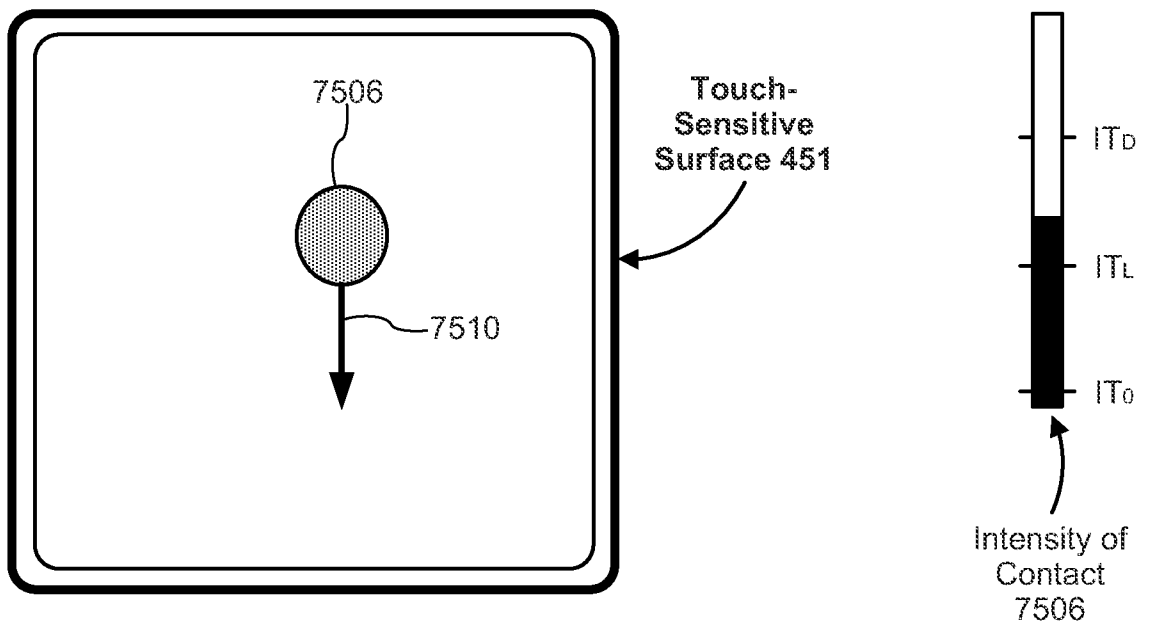
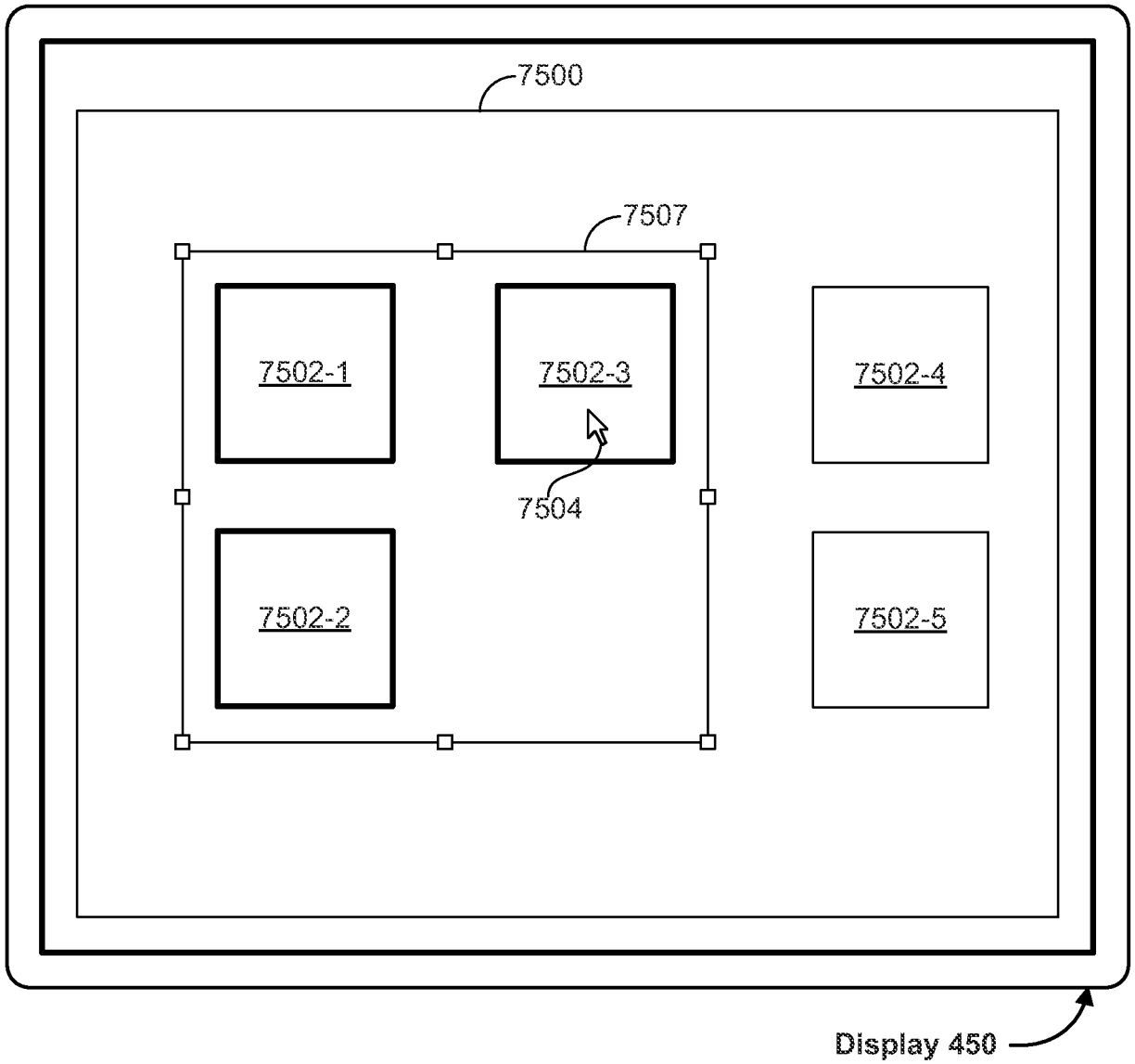


Figure 9F

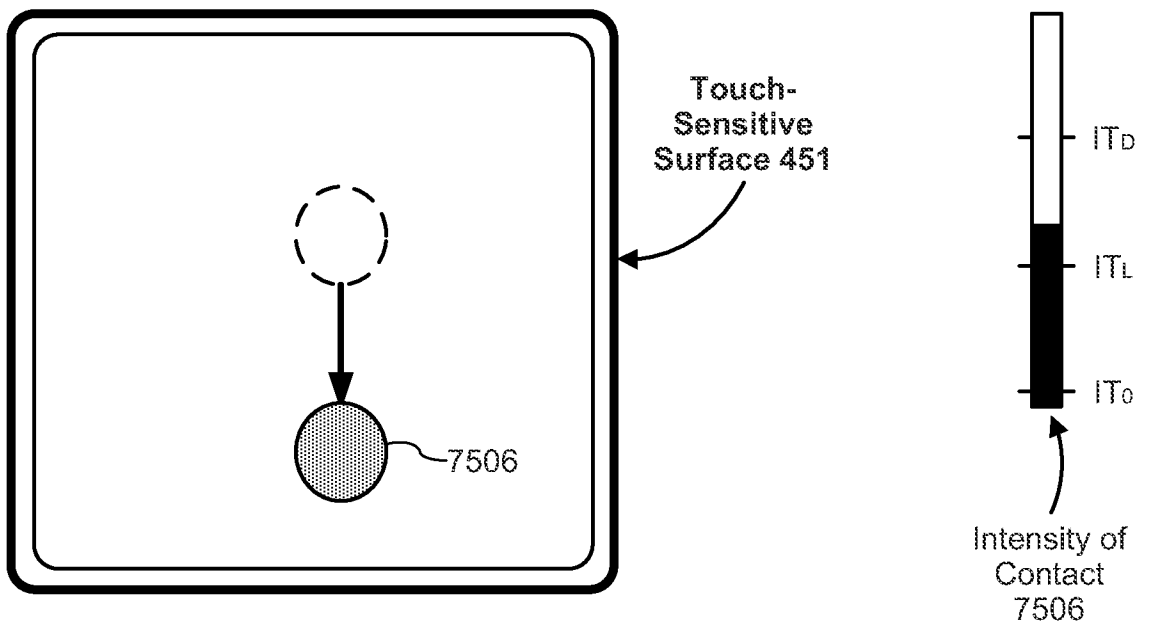
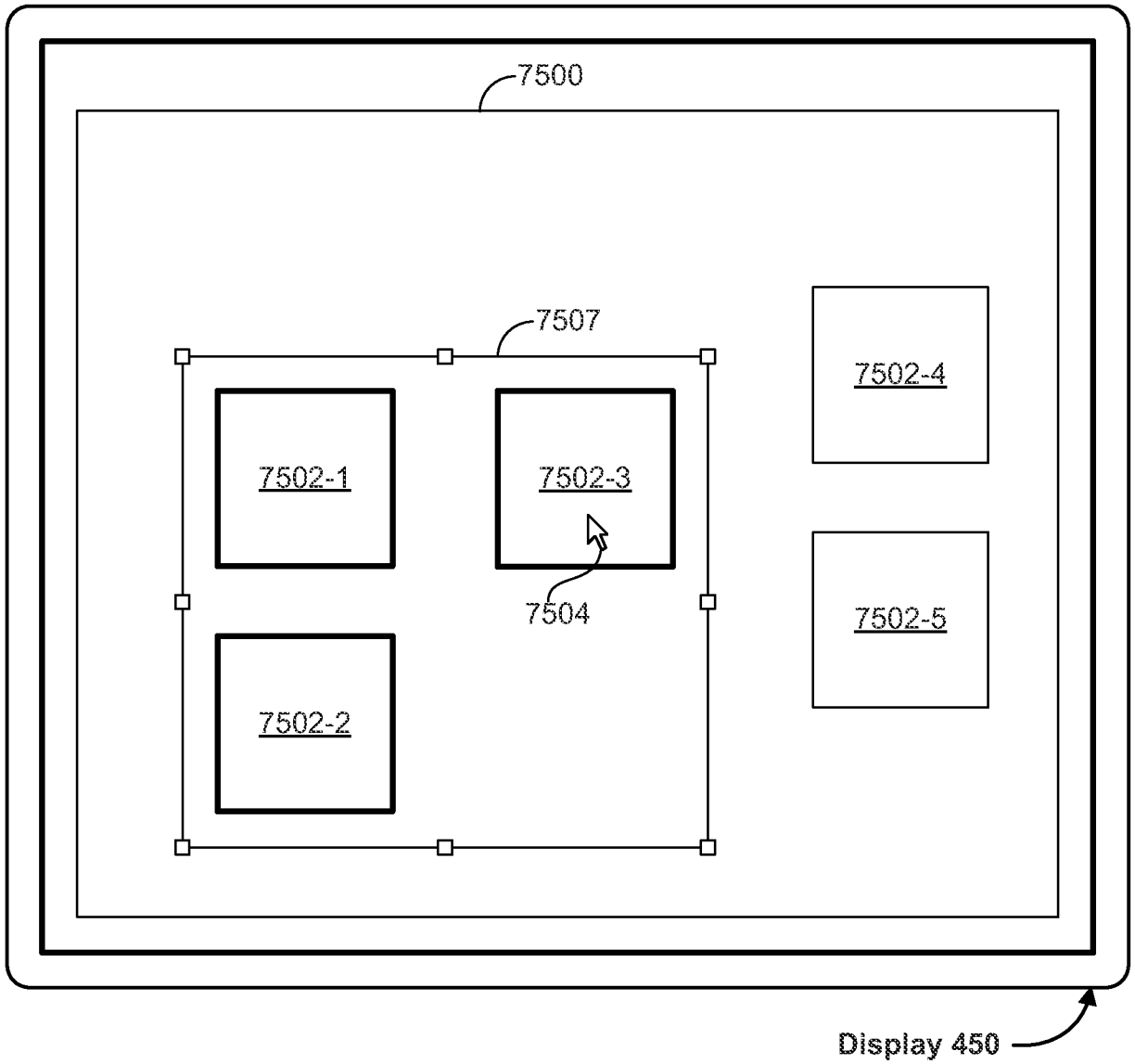


Figure 9G

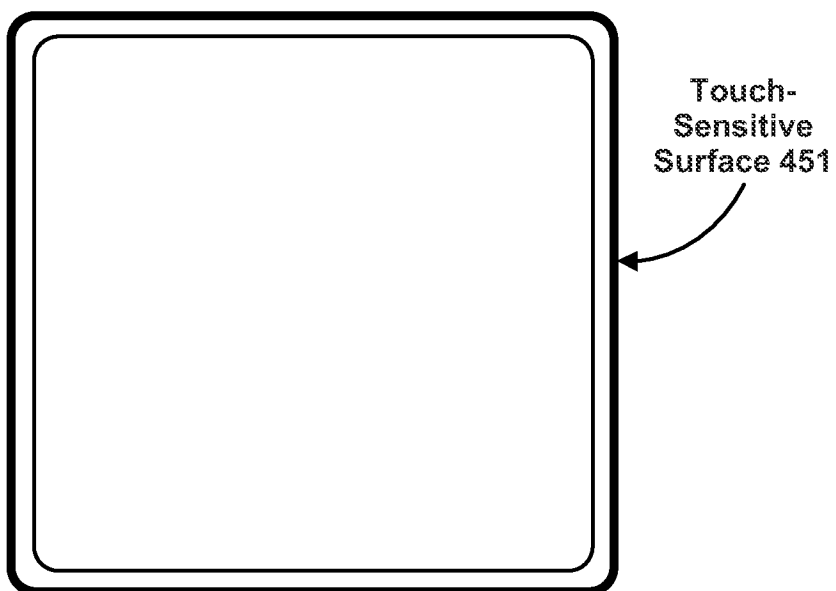
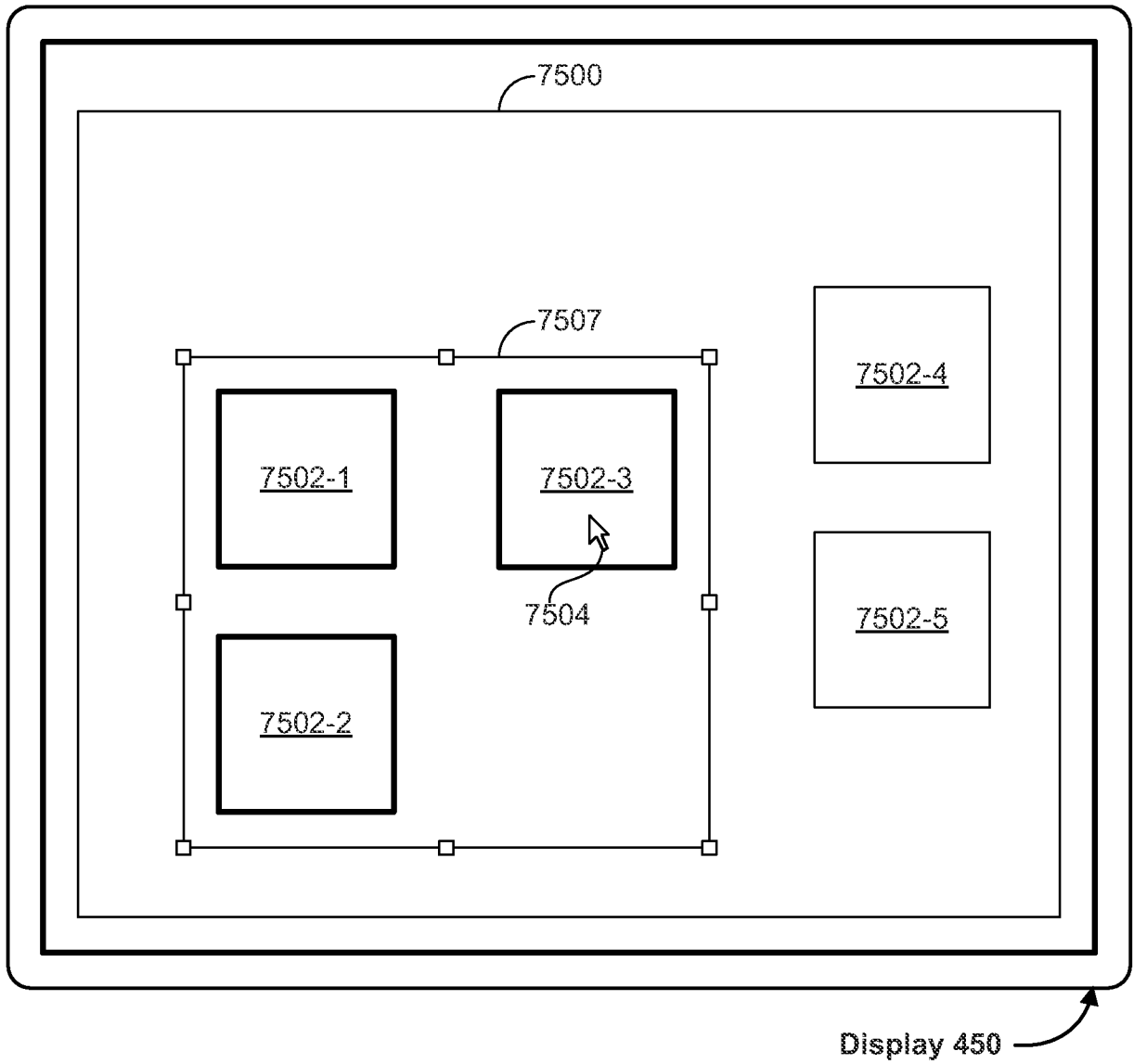


Figure 9H

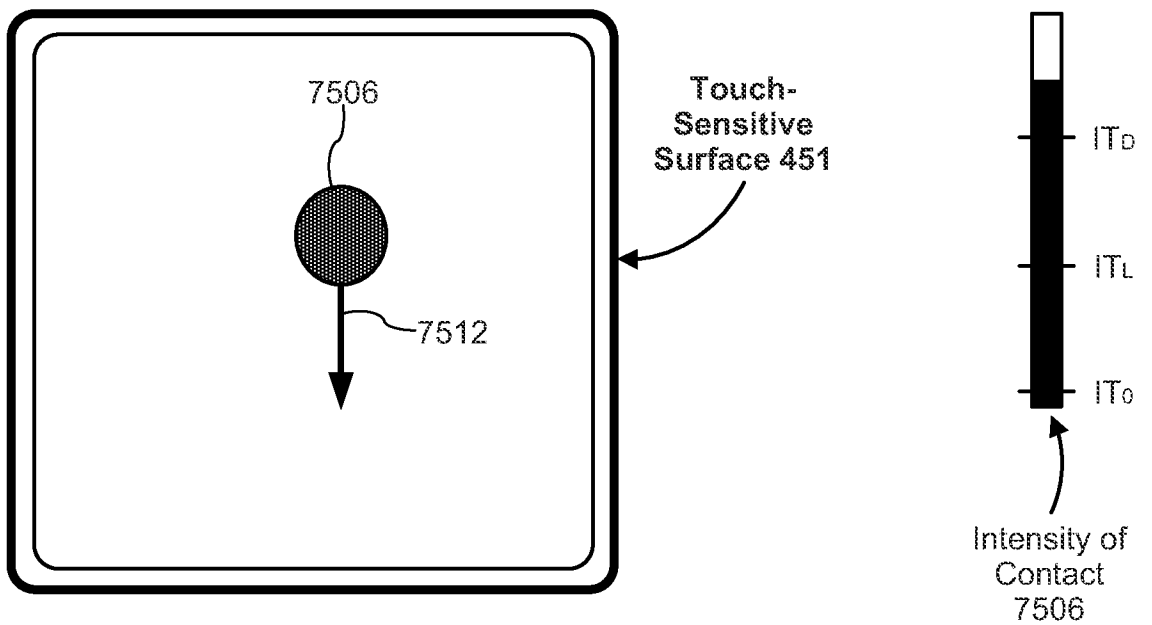
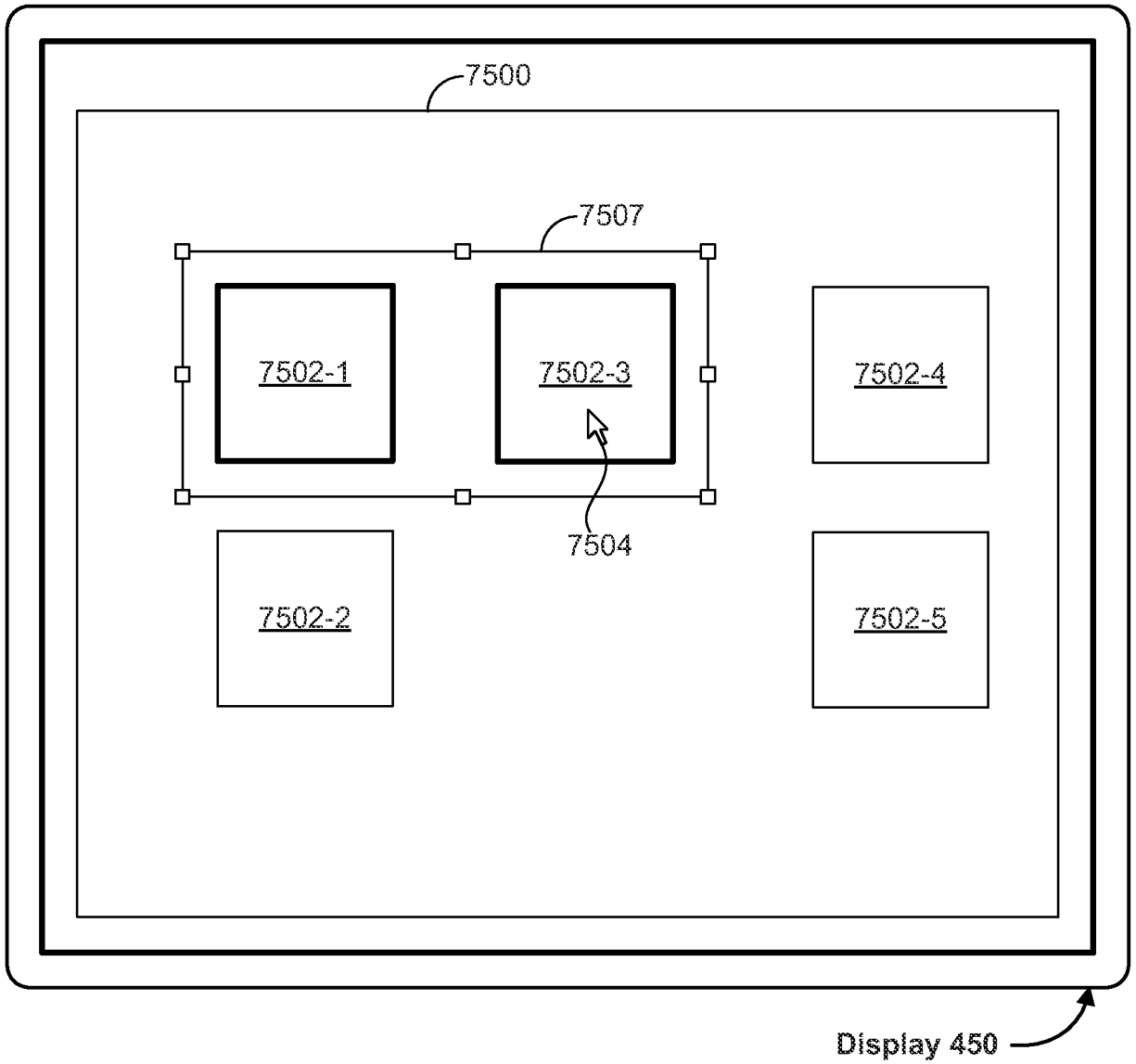


Figure 9I

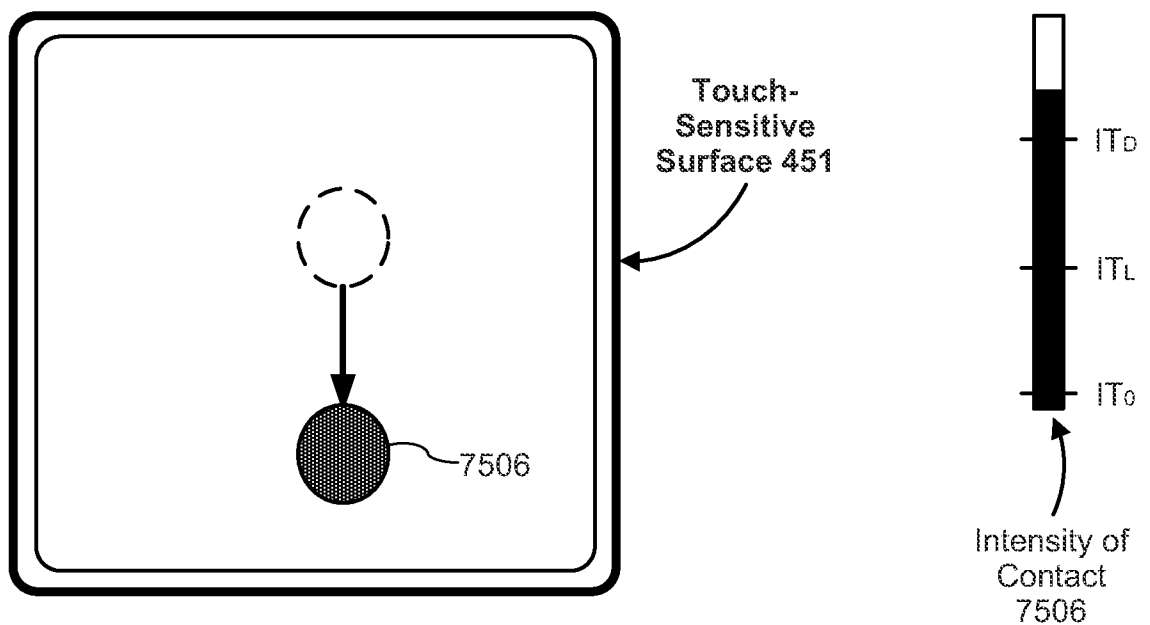
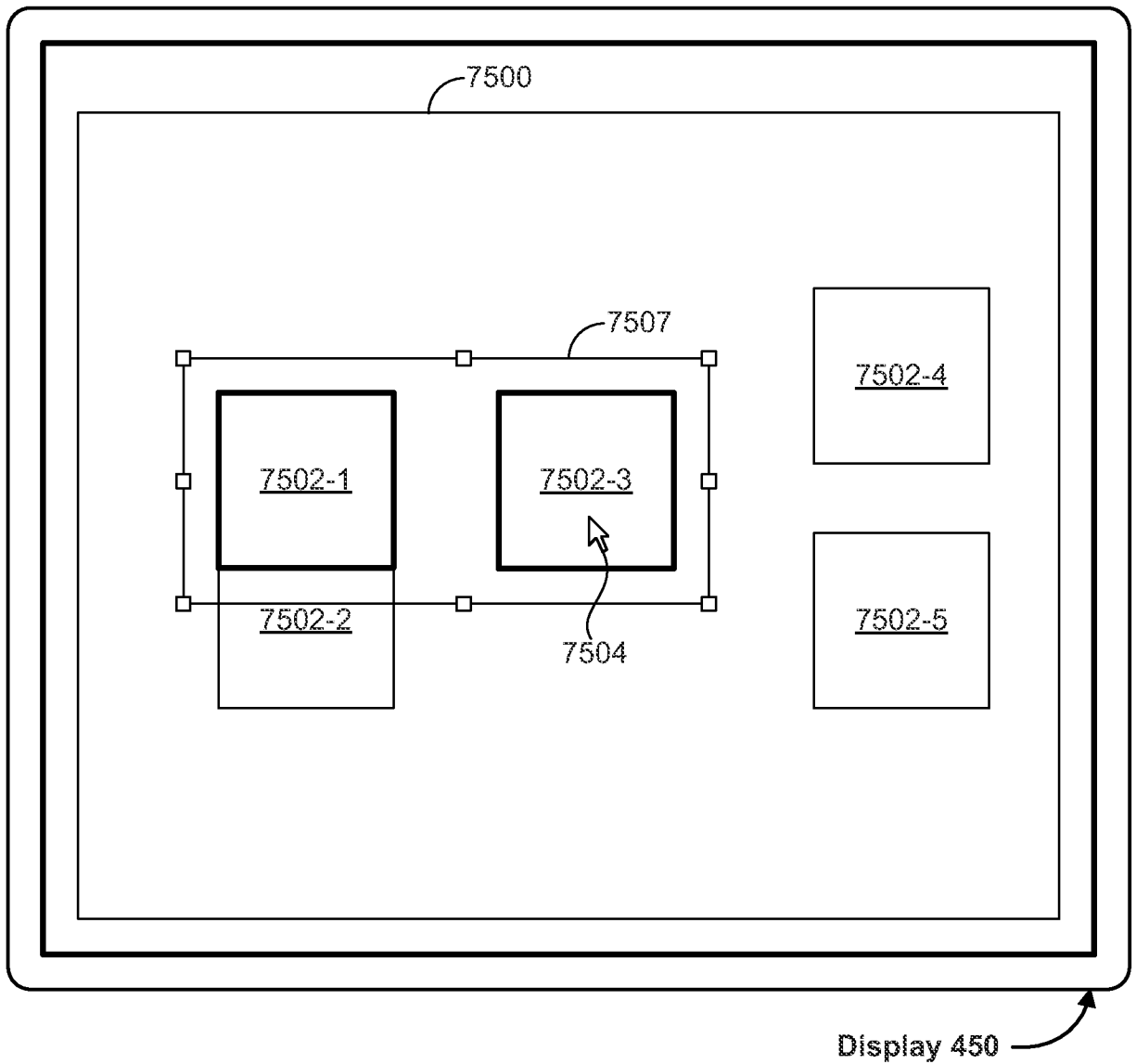


Figure 9J

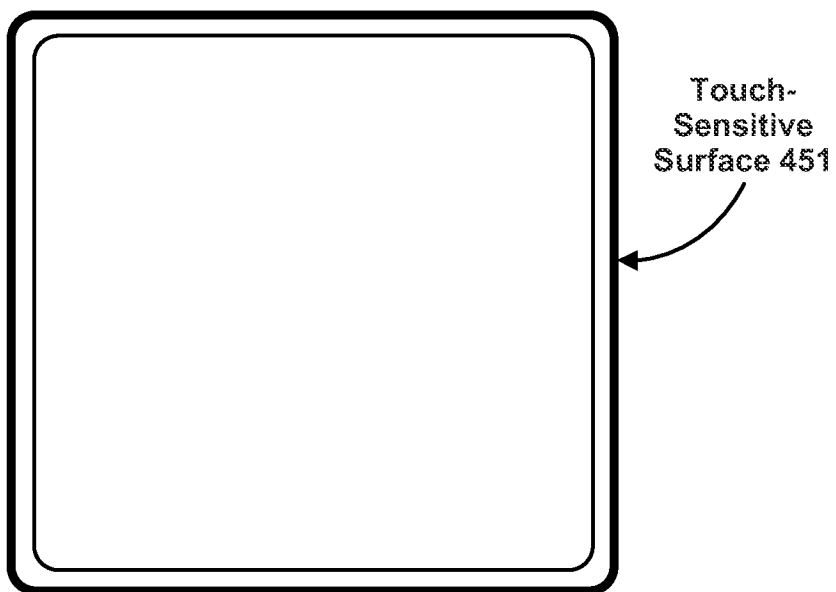
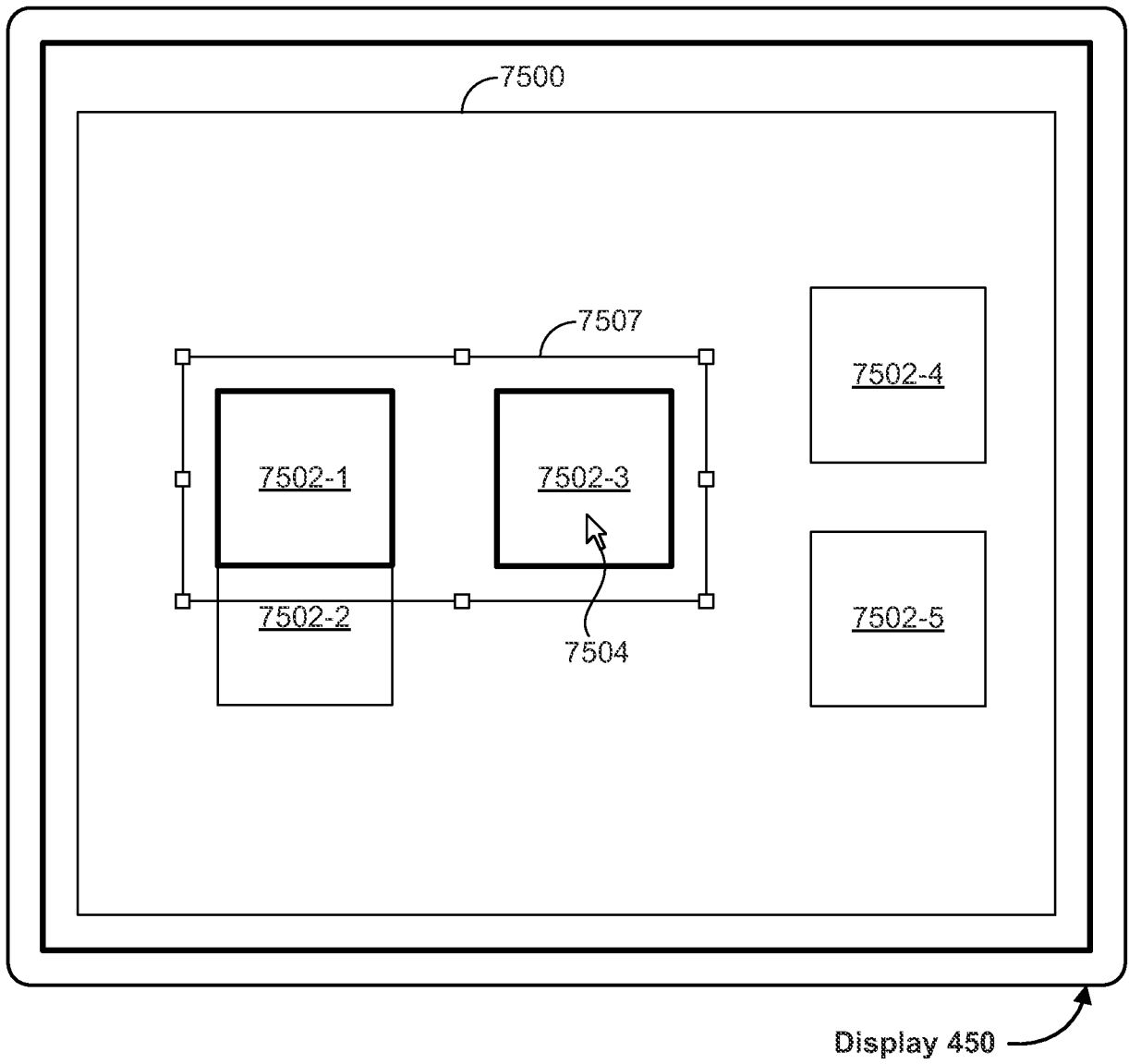


Figure 9K

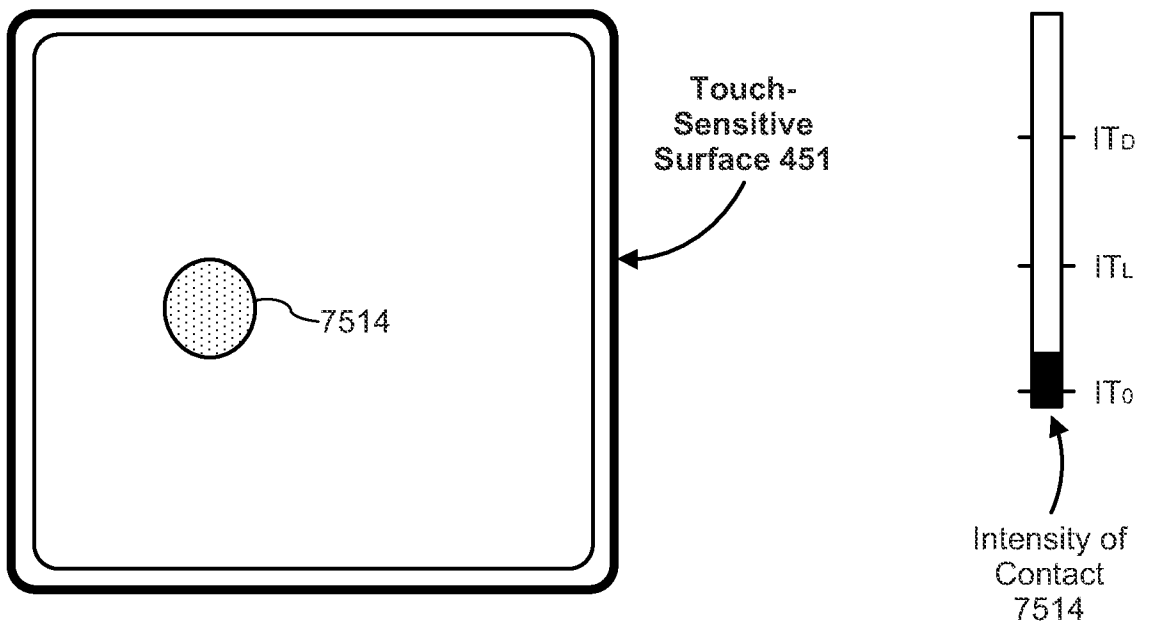
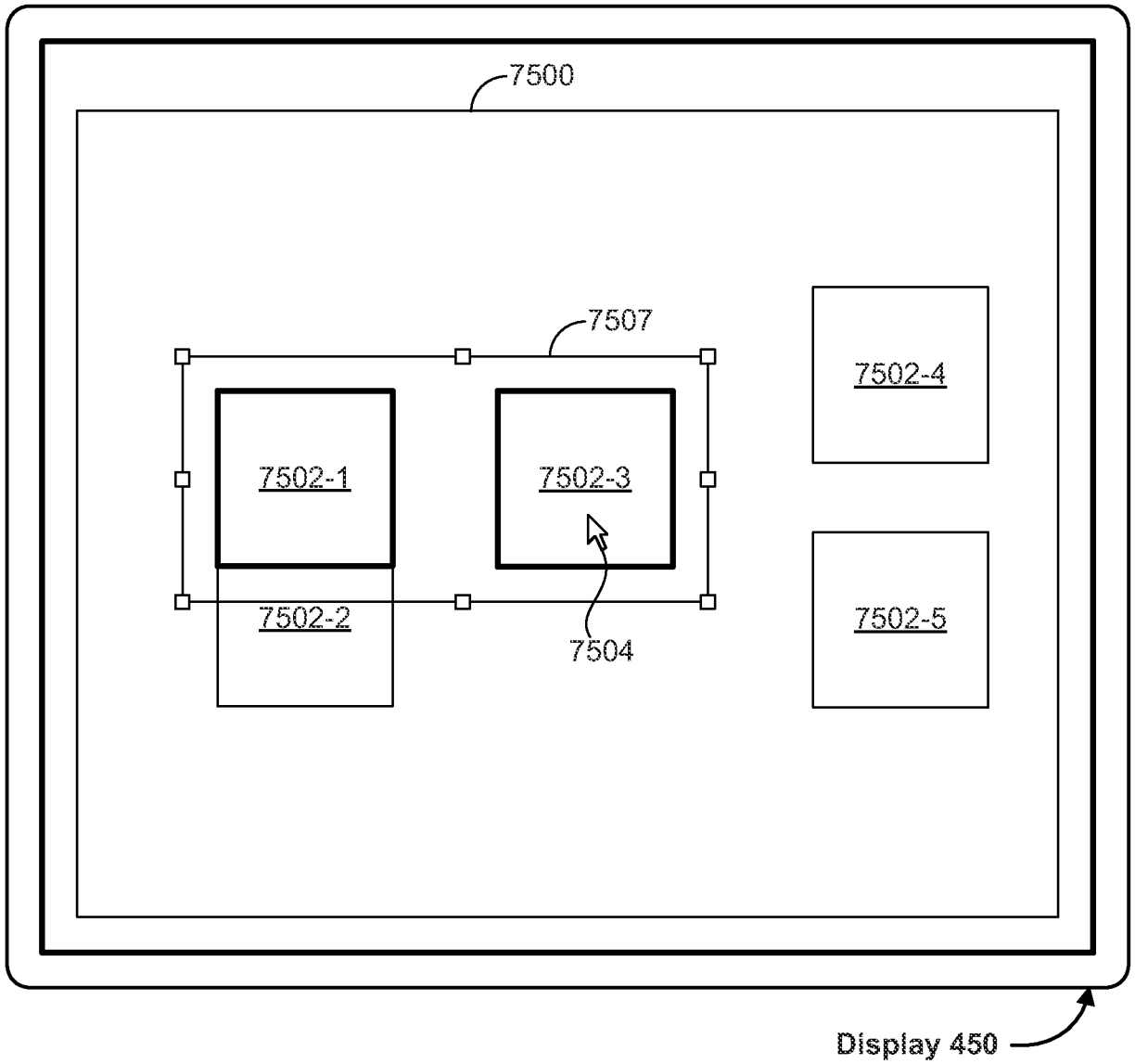


Figure 9L

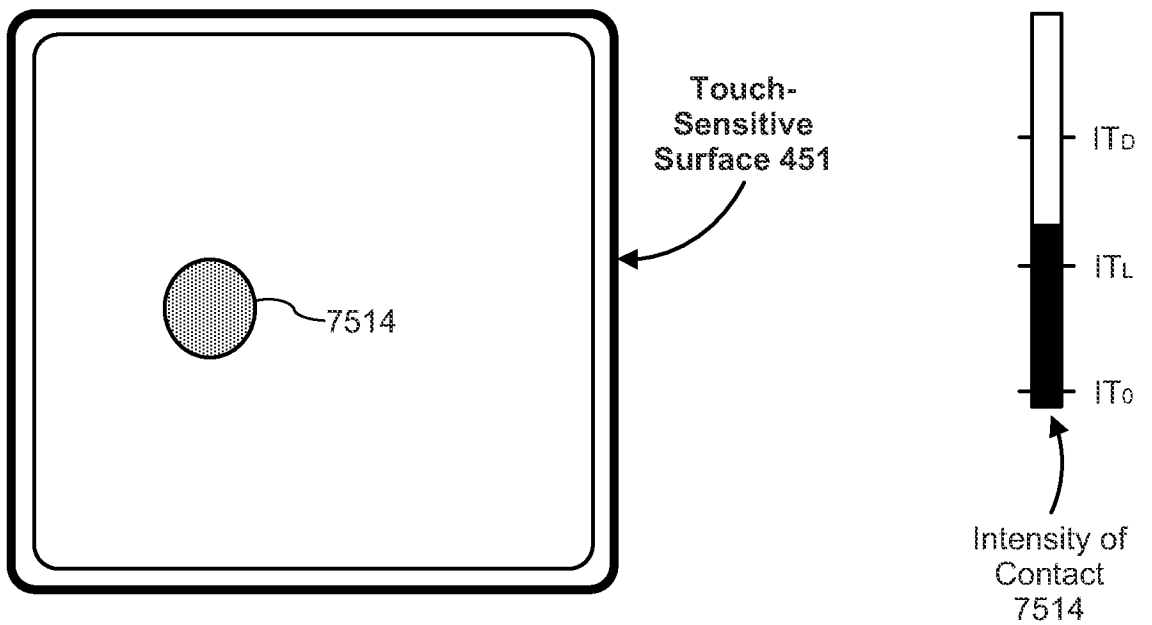
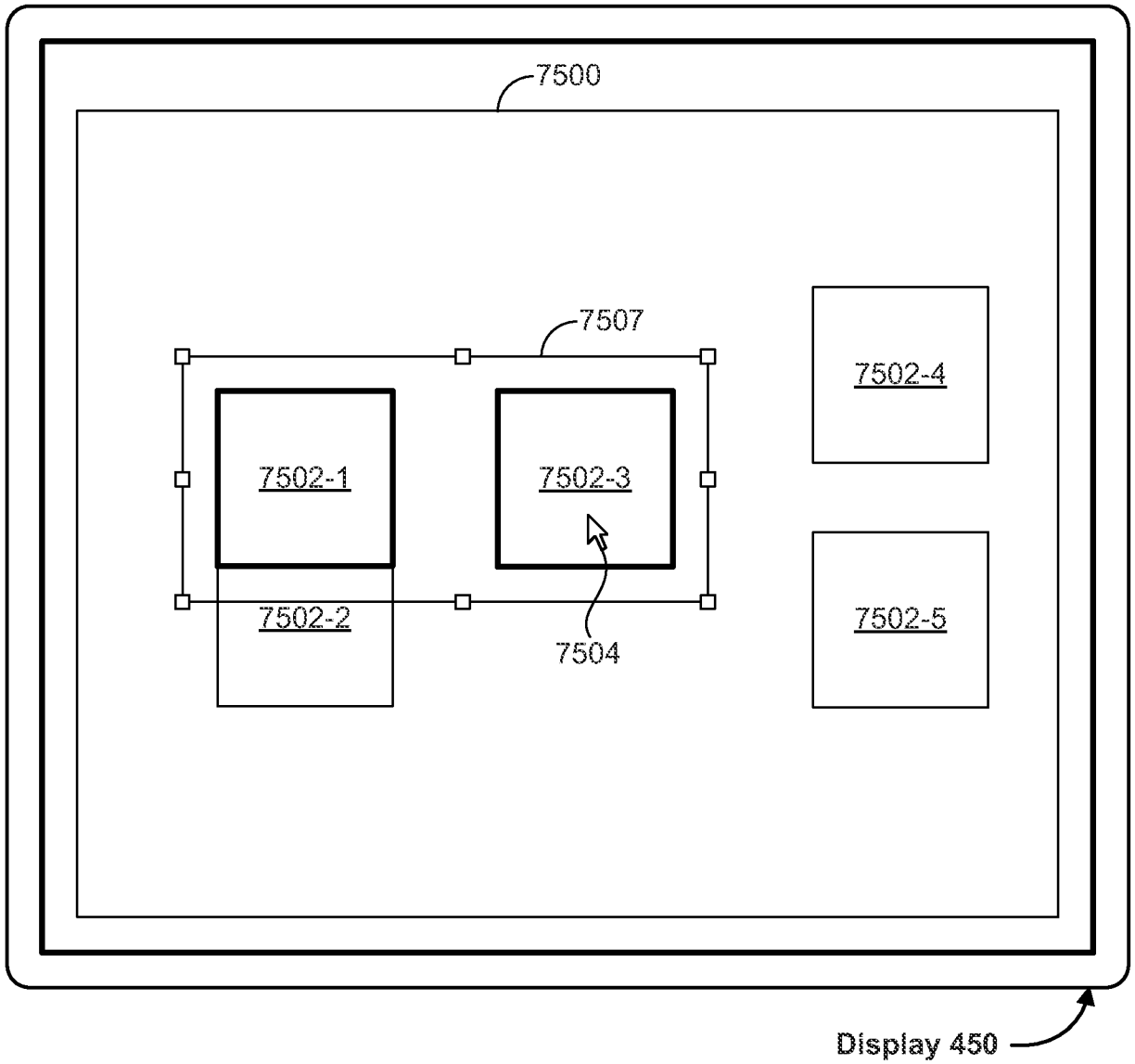


Figure 9M

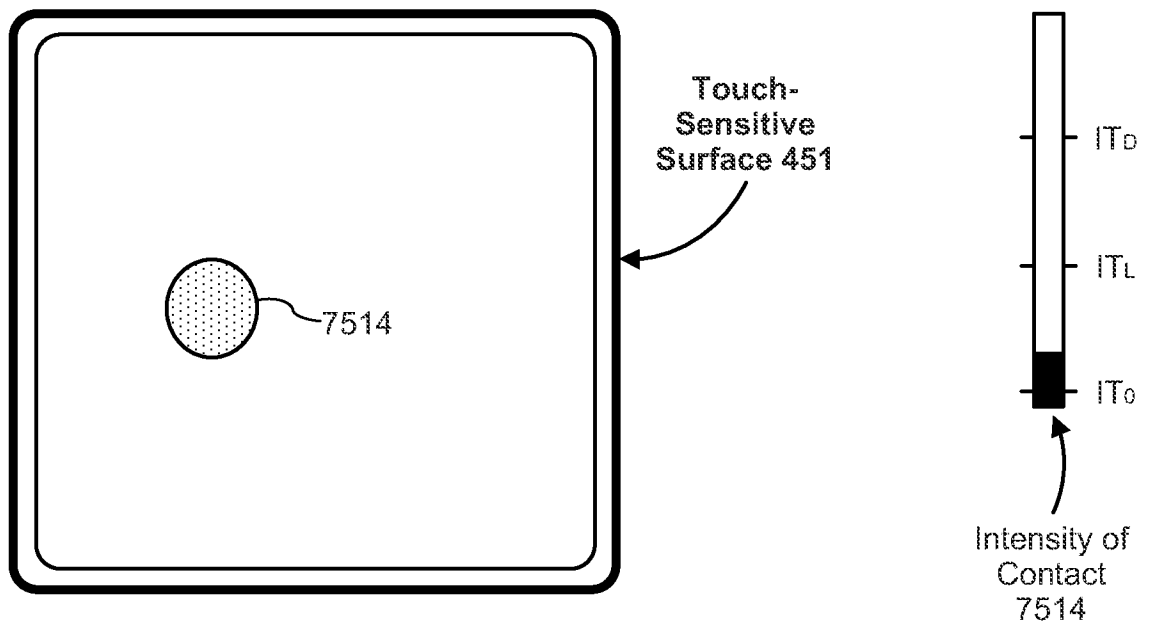
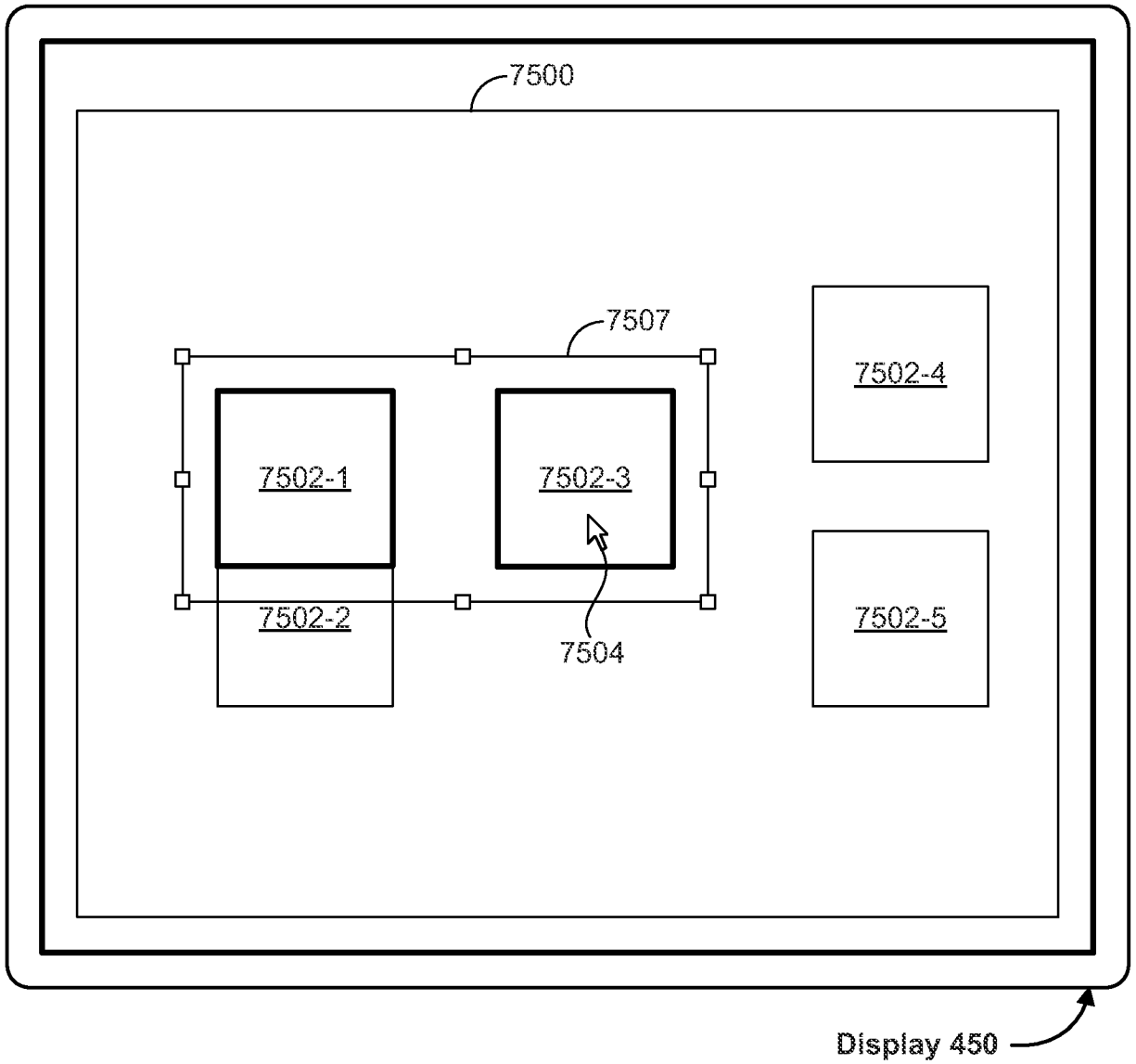


Figure 9N

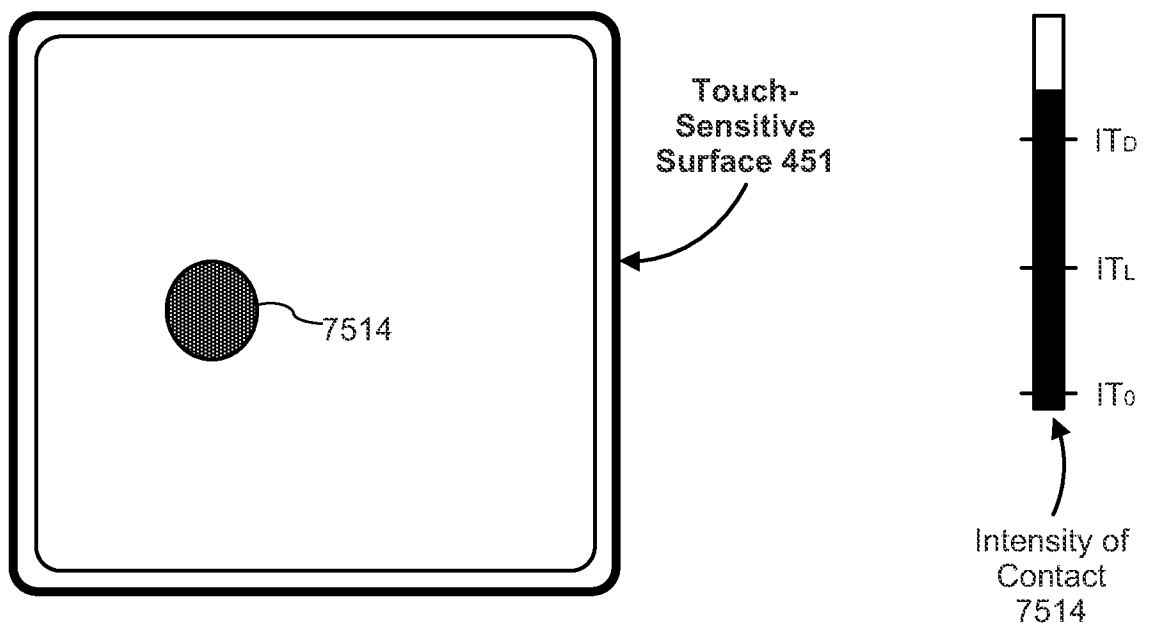
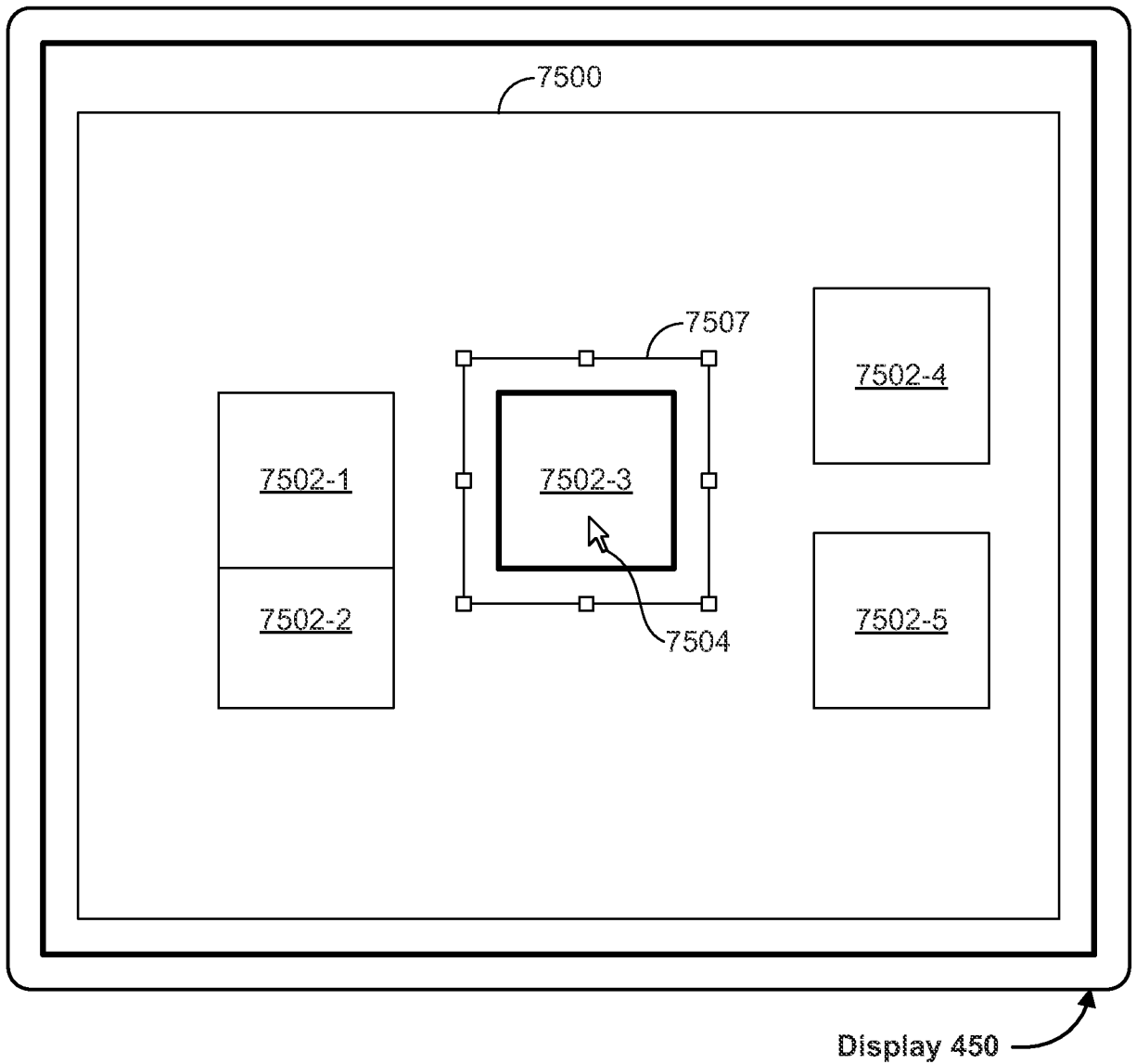


Figure 90

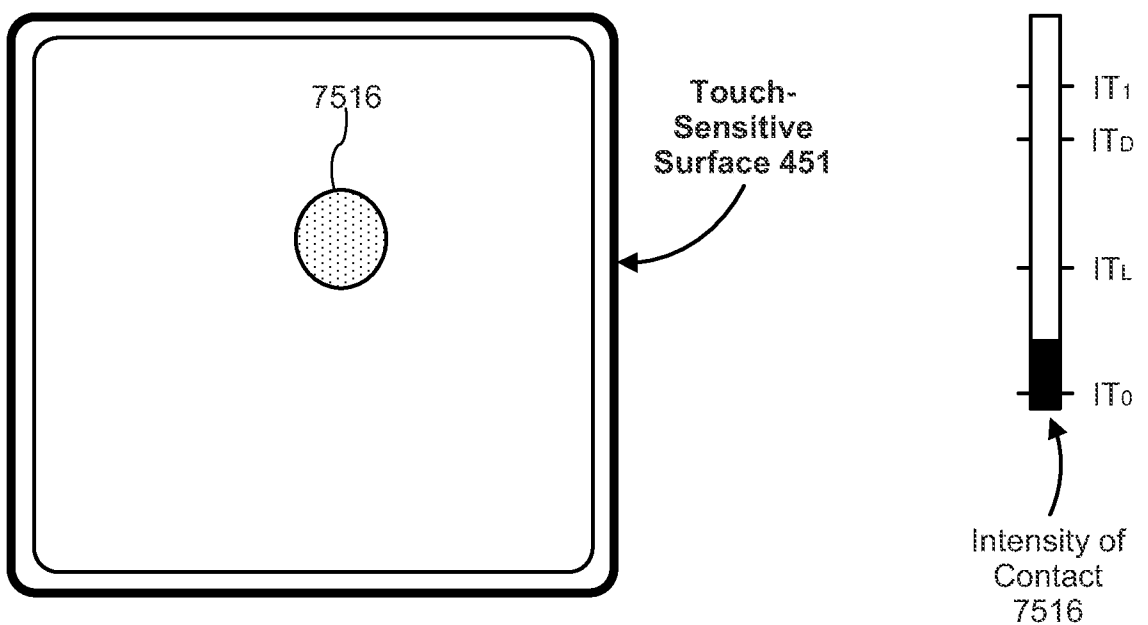
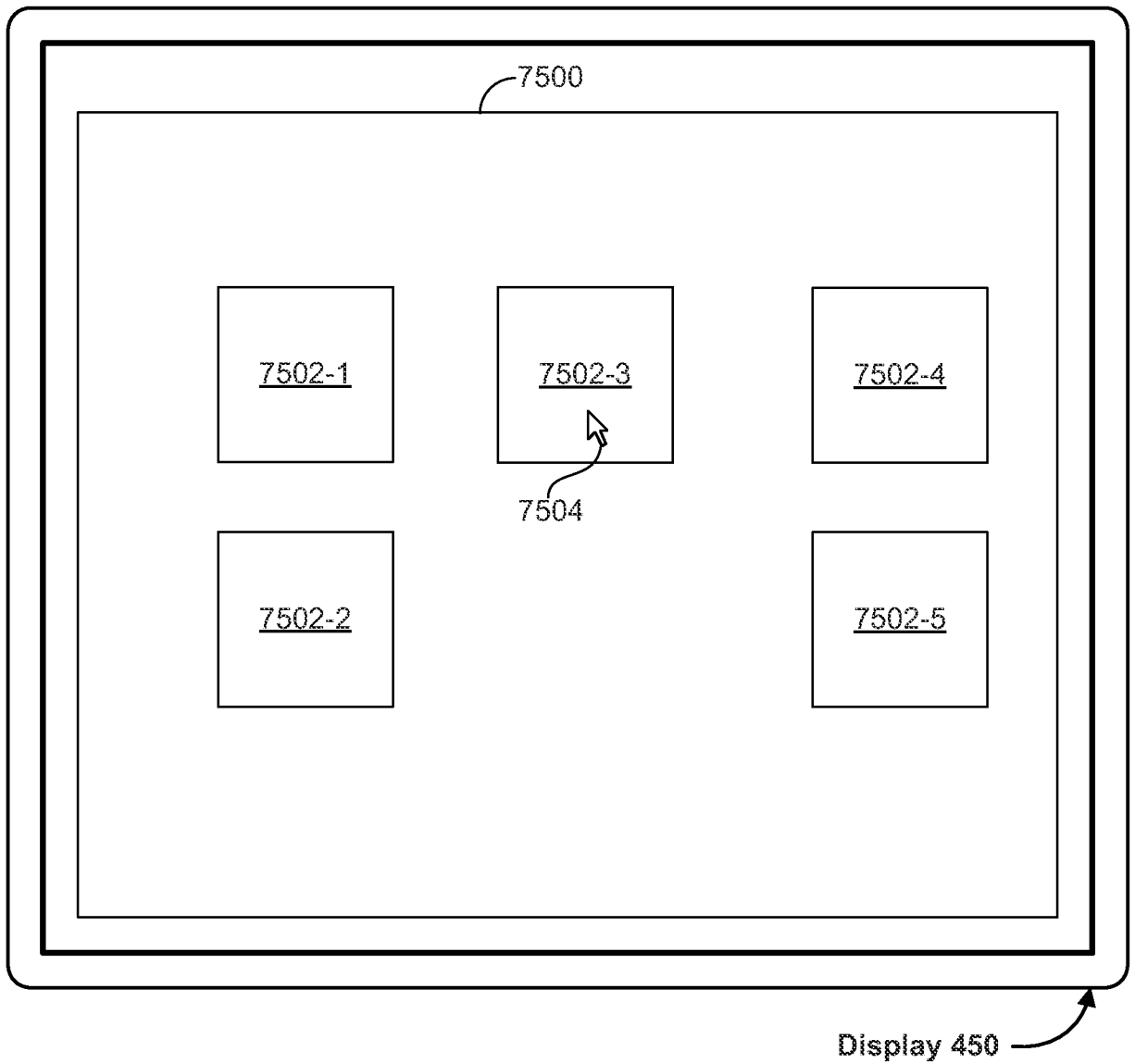


Figure 9P

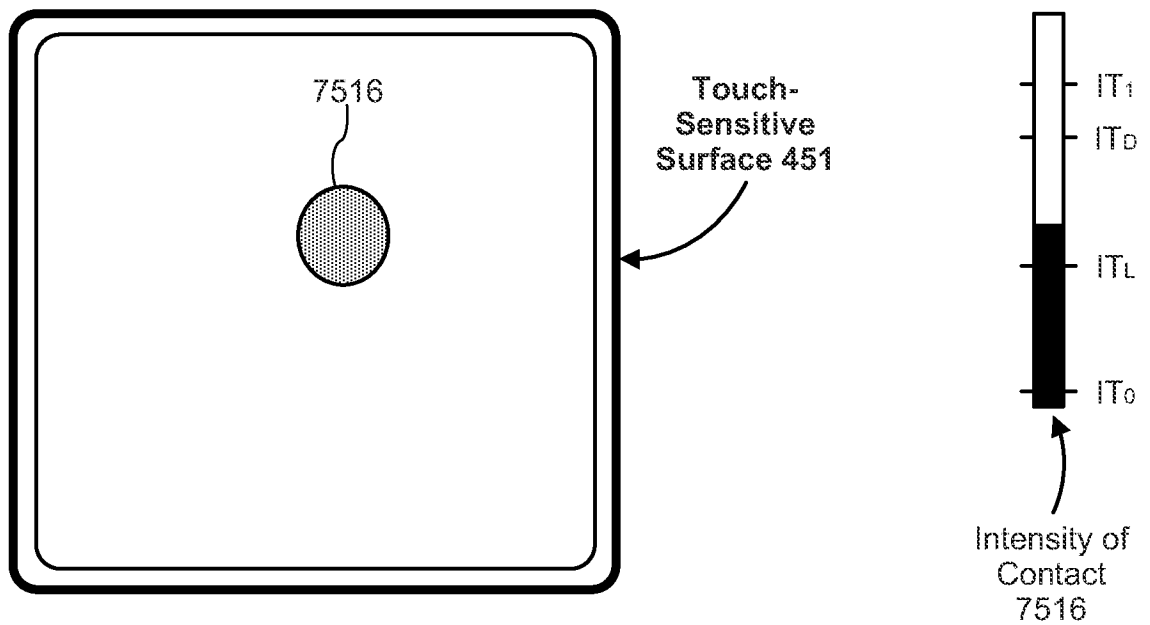
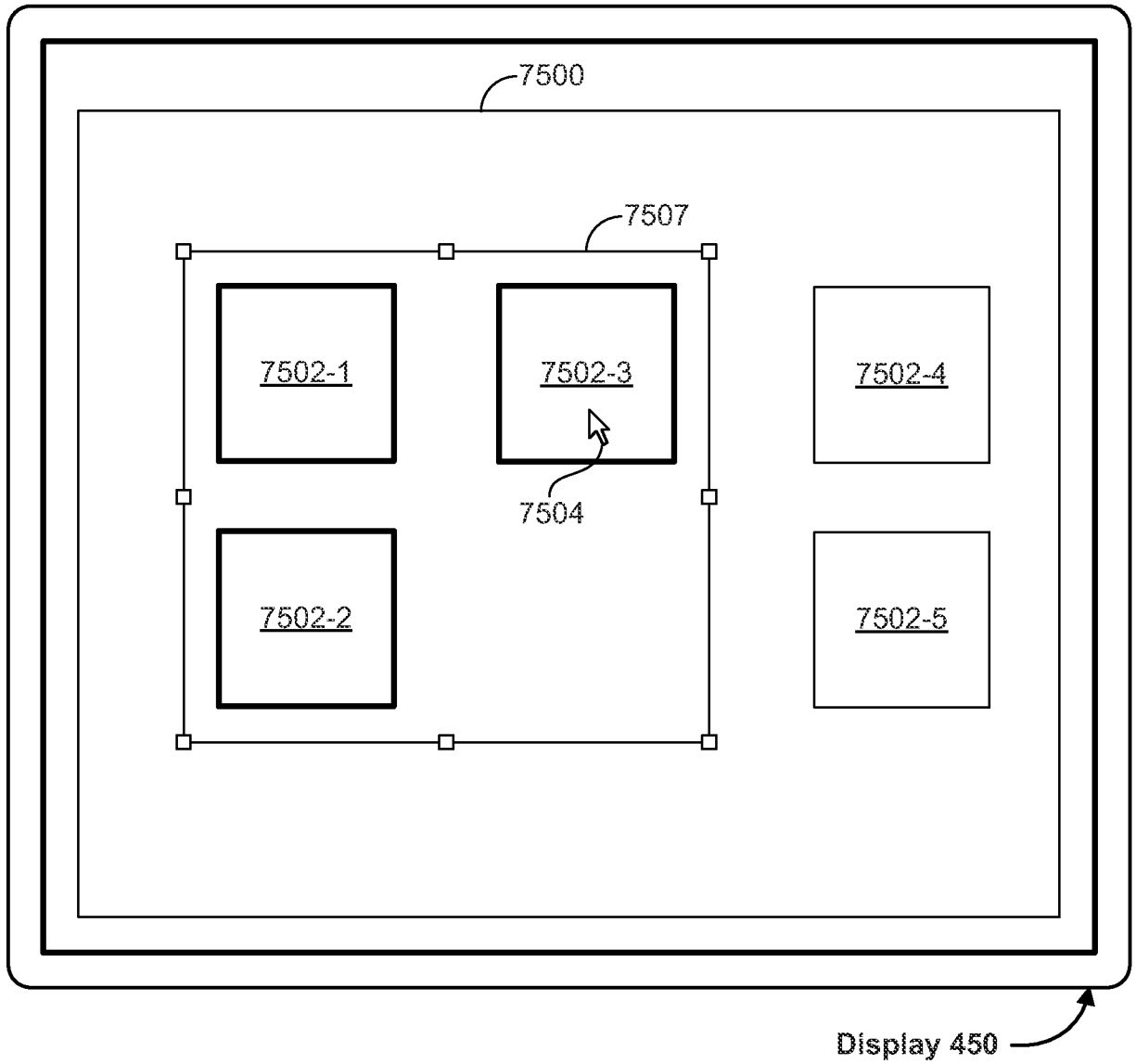


Figure 9Q

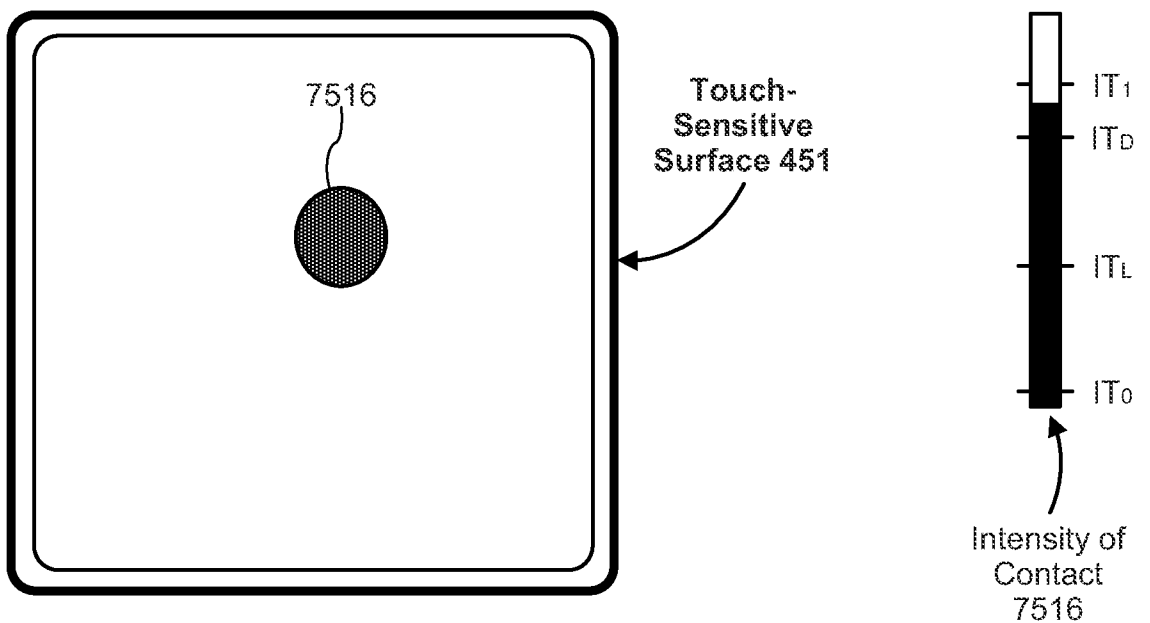
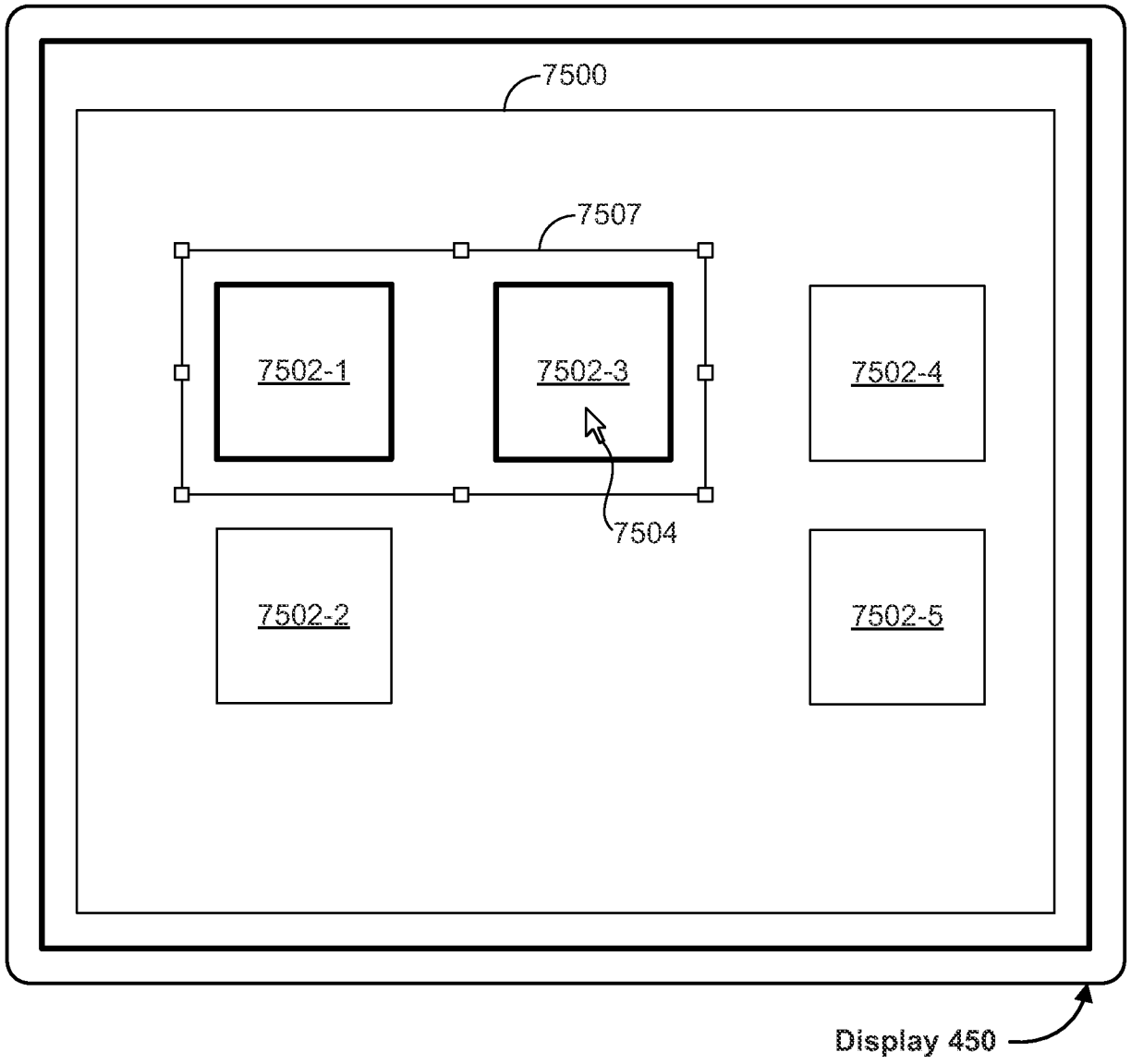


Figure 9R

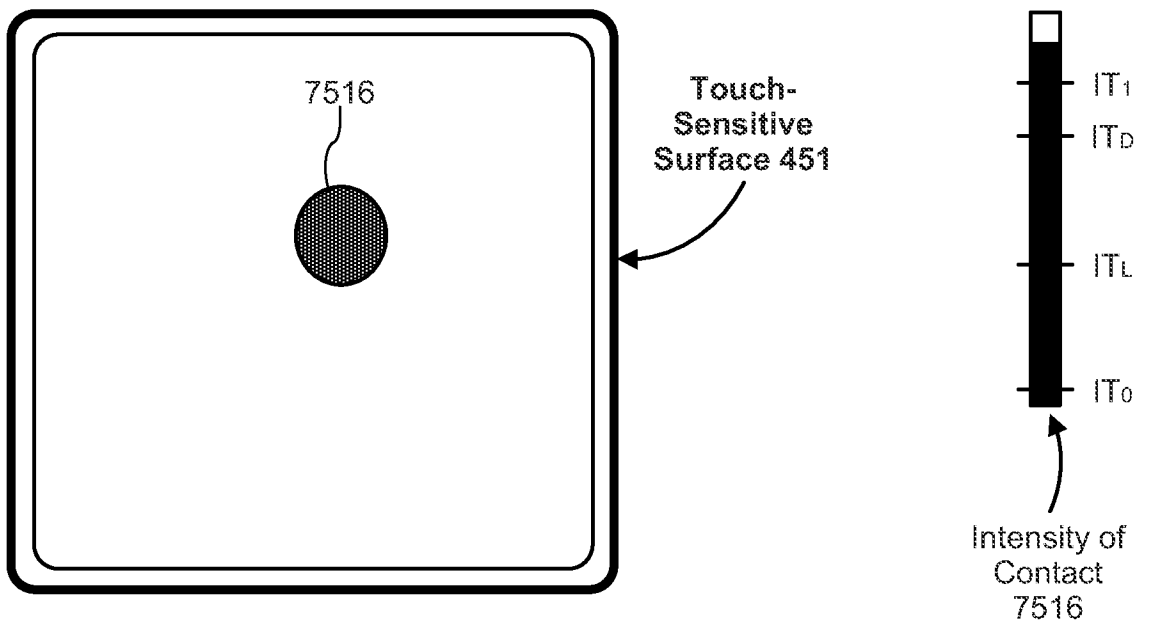
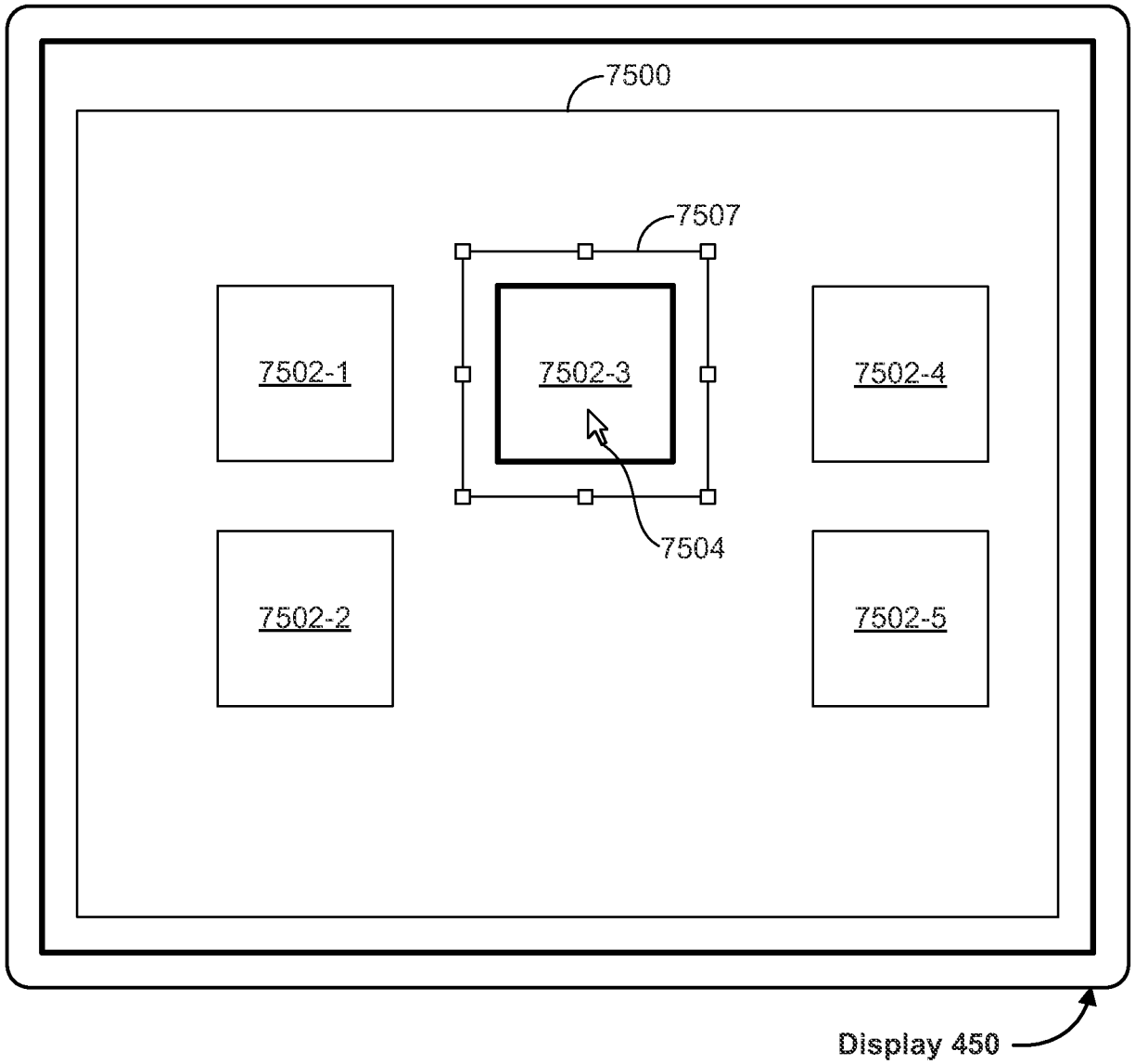


Figure 9S

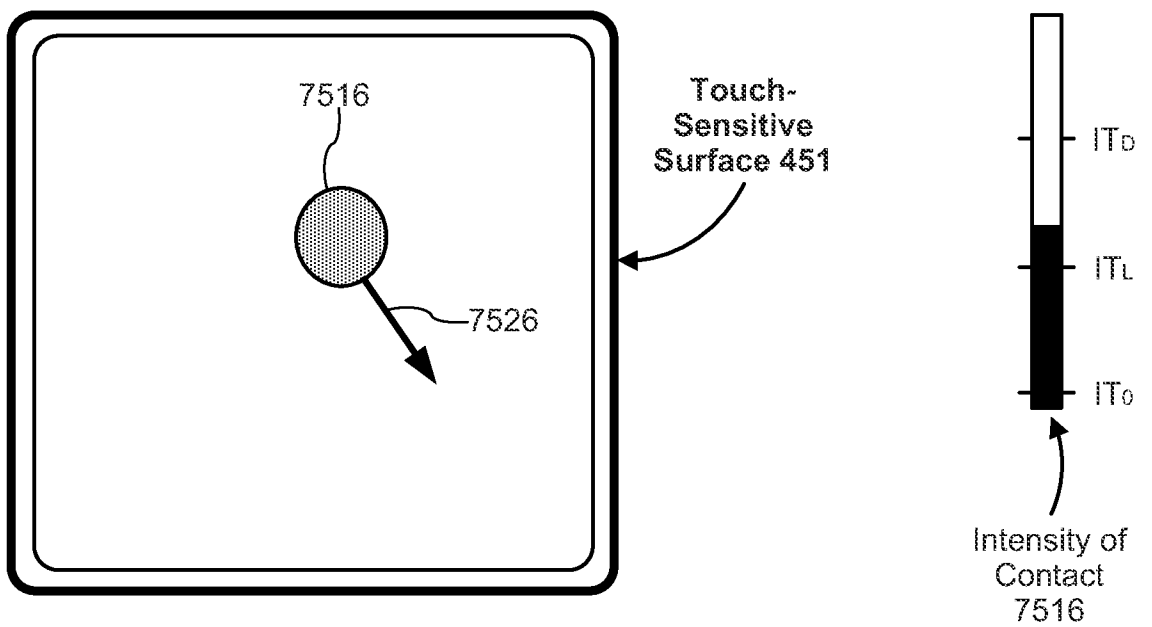
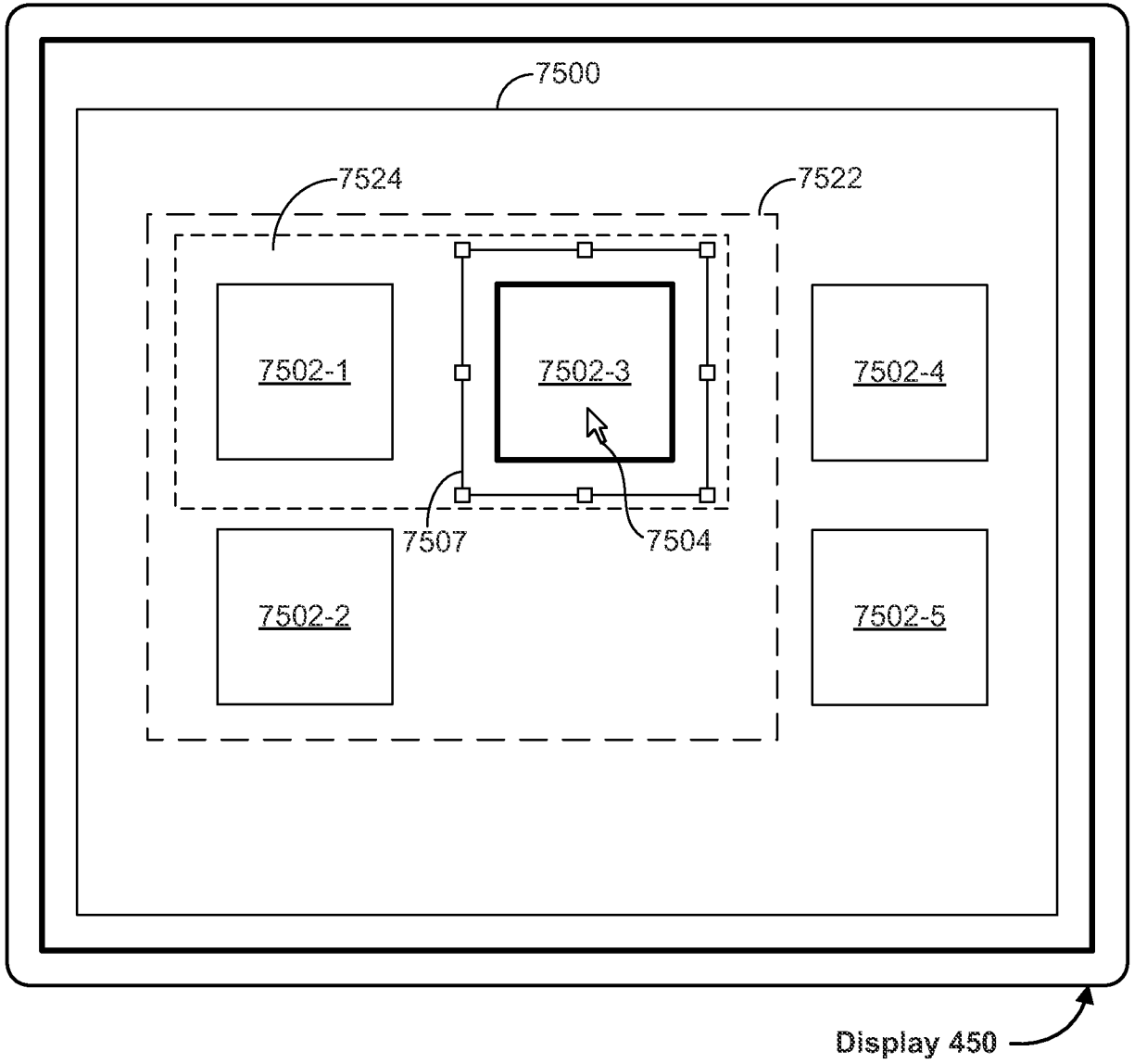


Figure 9T

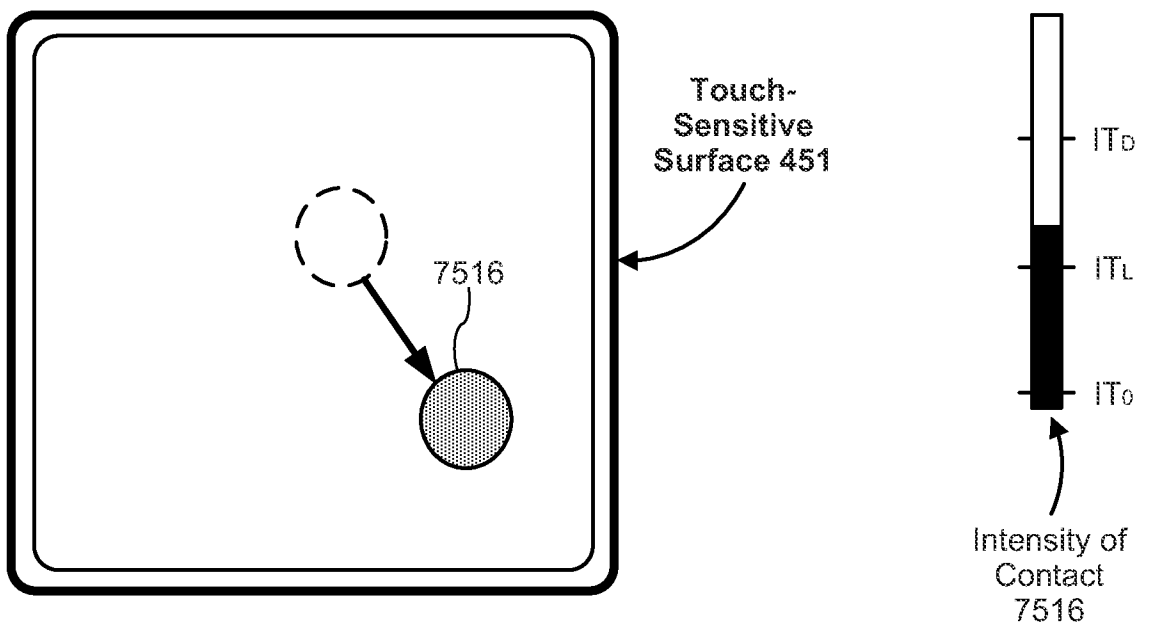
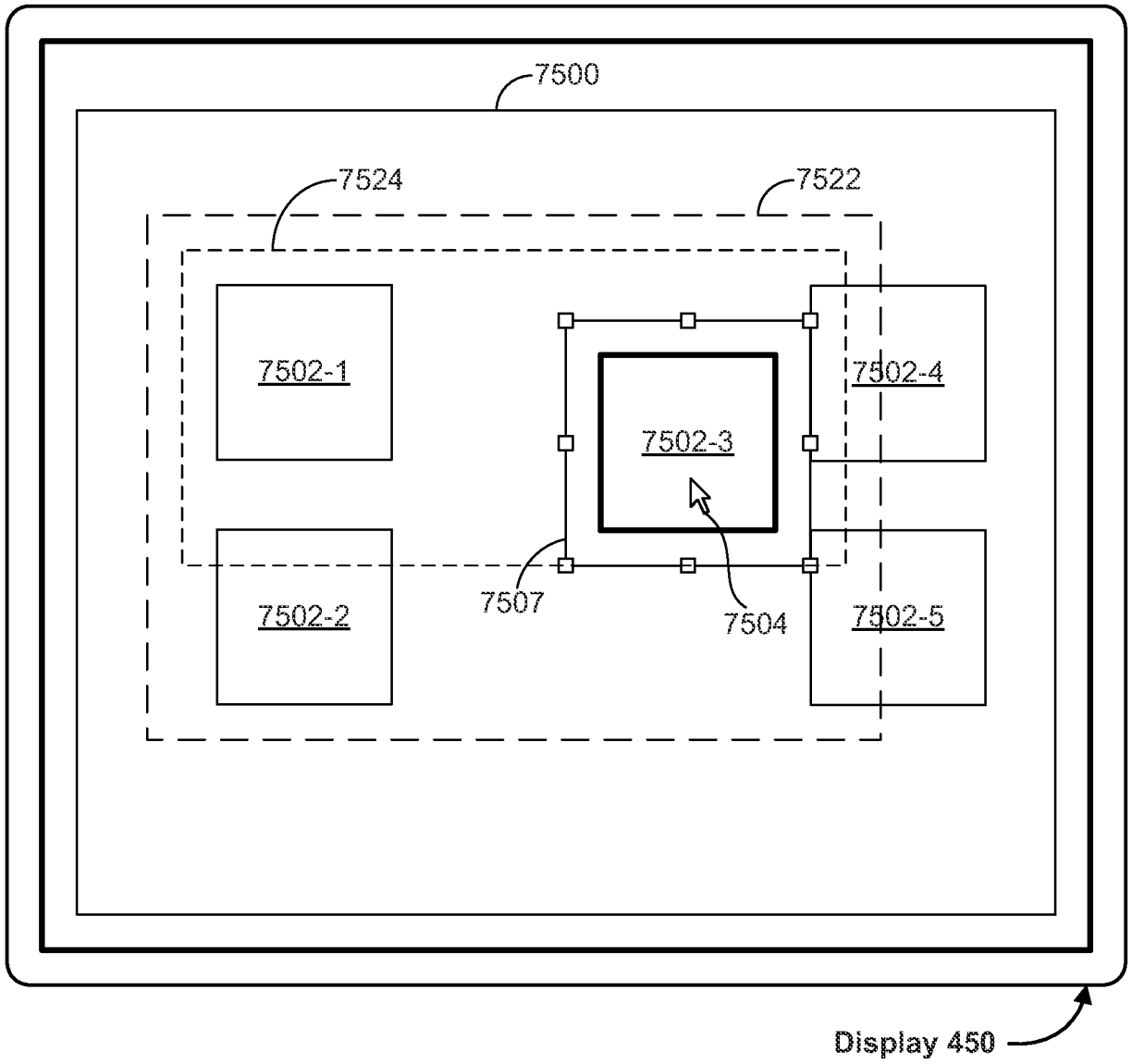


Figure 9U

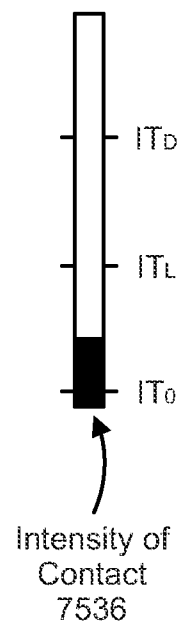
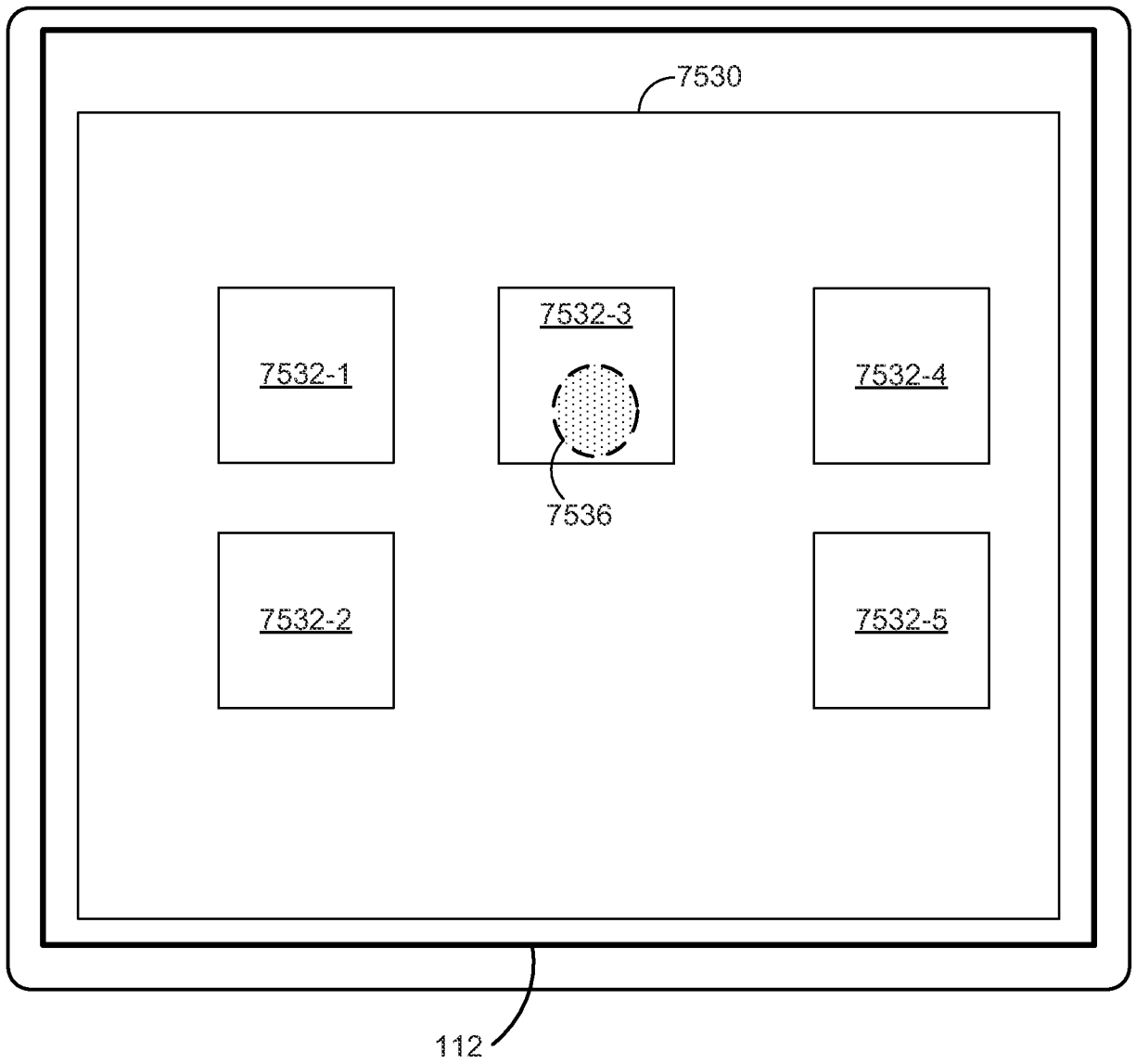


Figure 9V

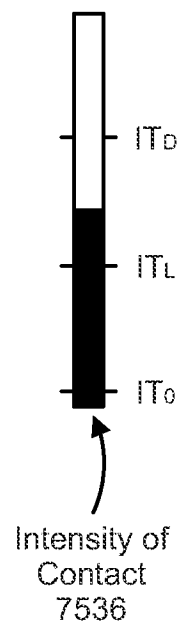
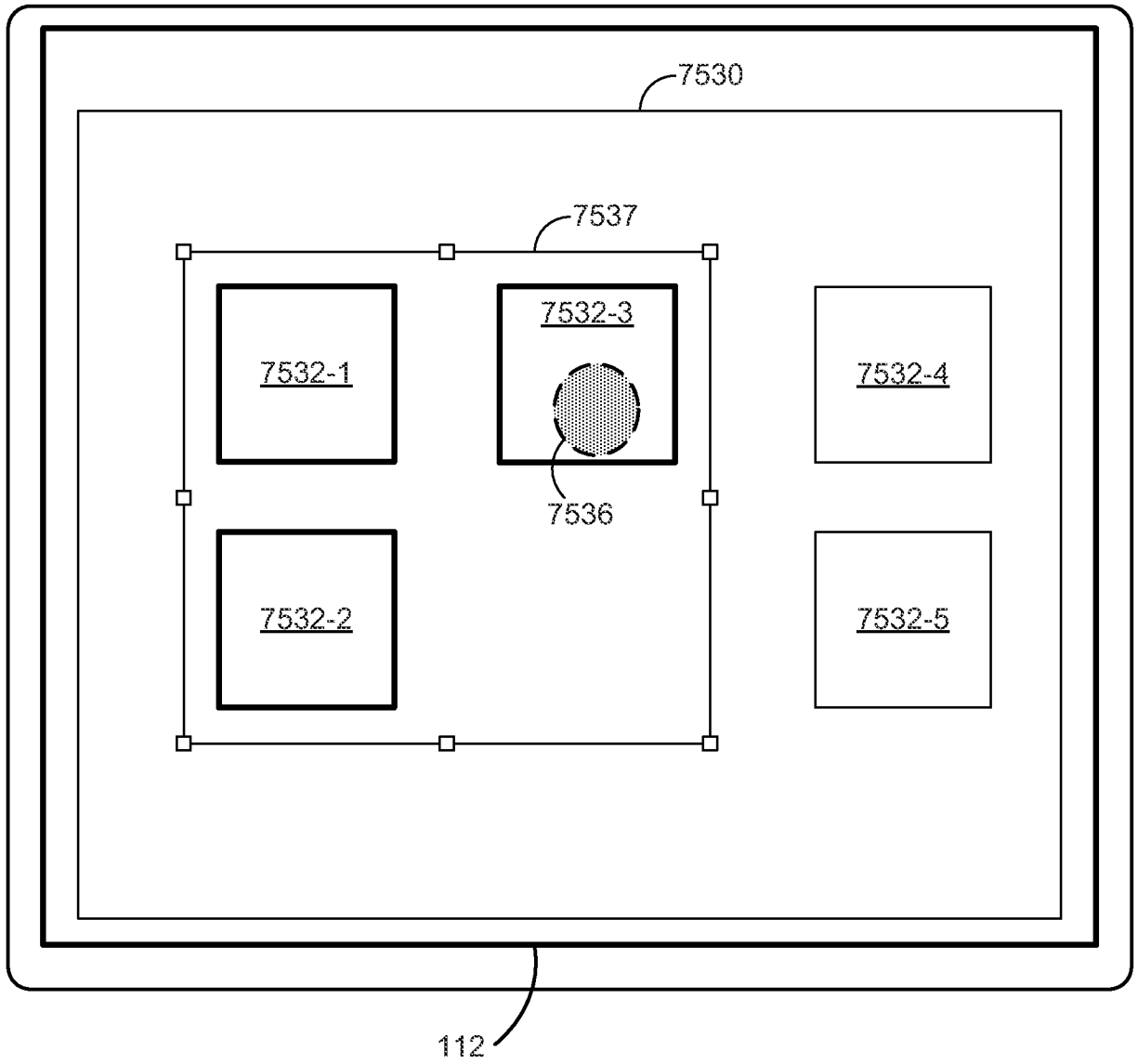


Figure 9W

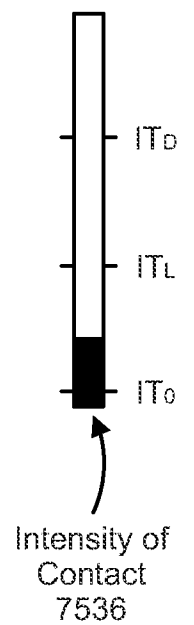
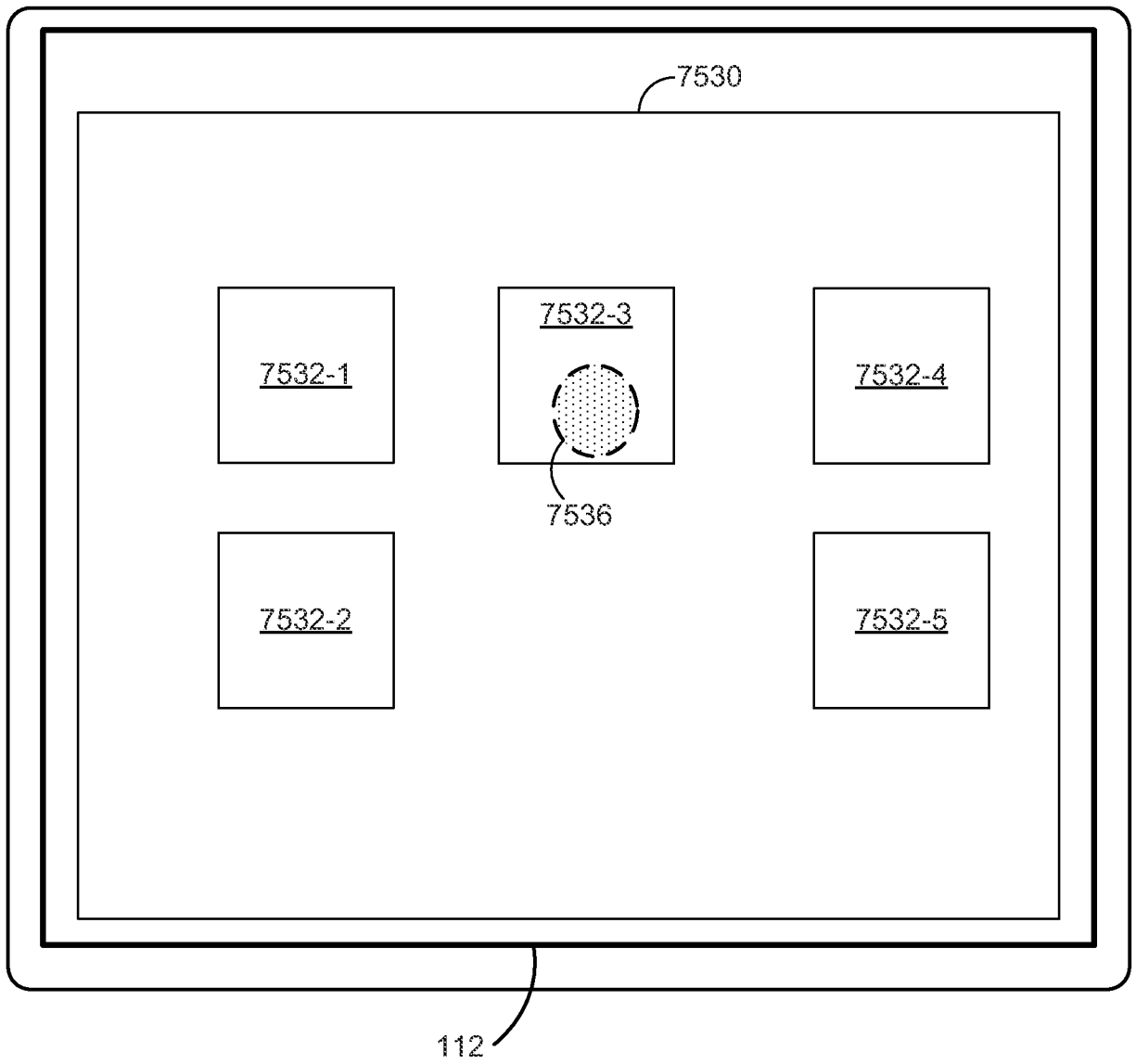


Figure 9X

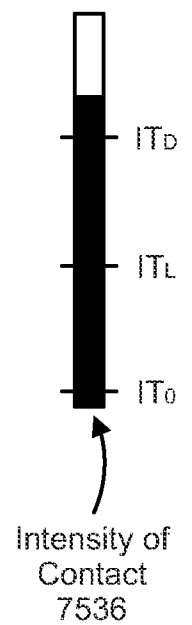
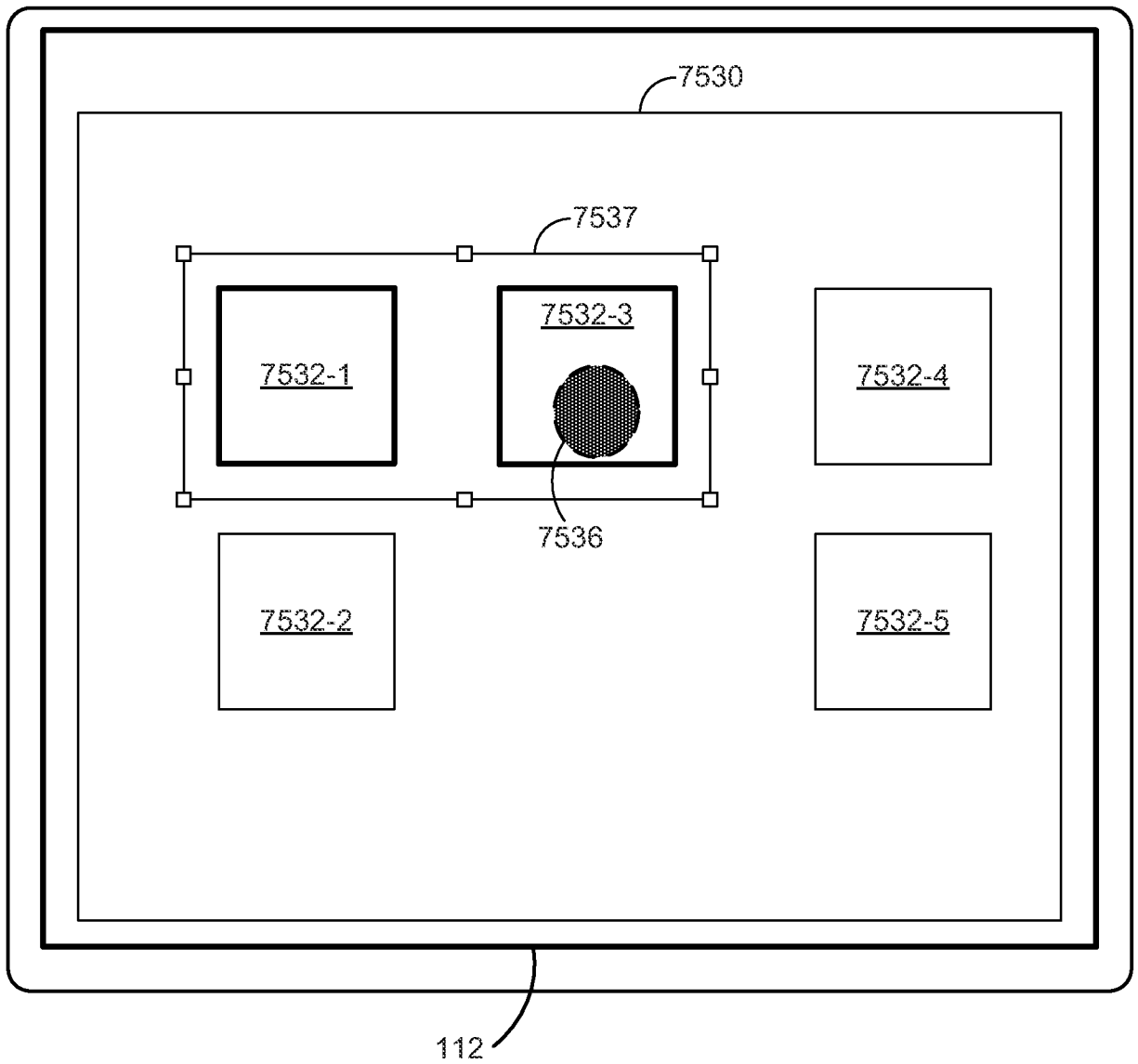


Figure 9Y

7600

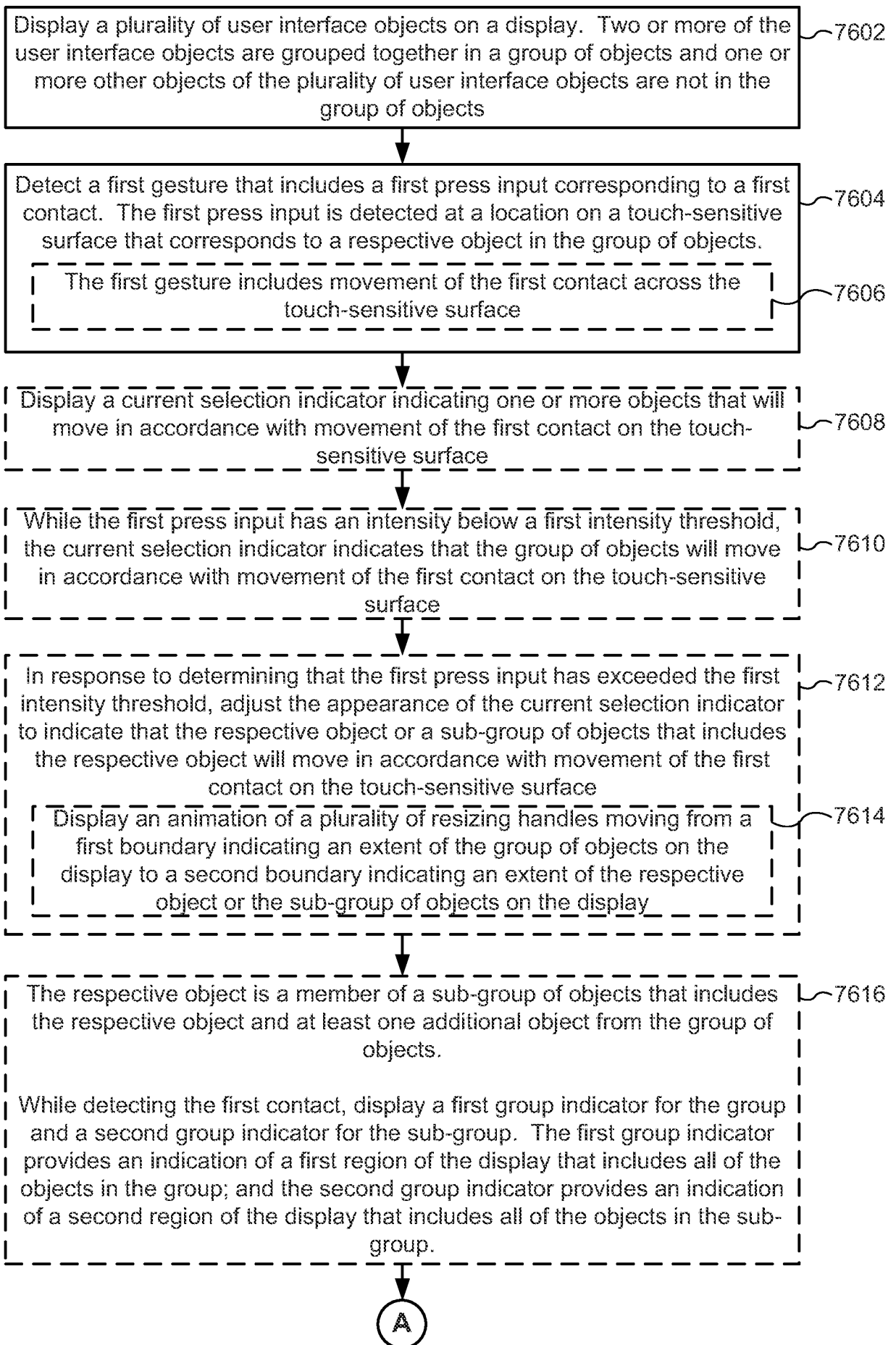


Figure 10A

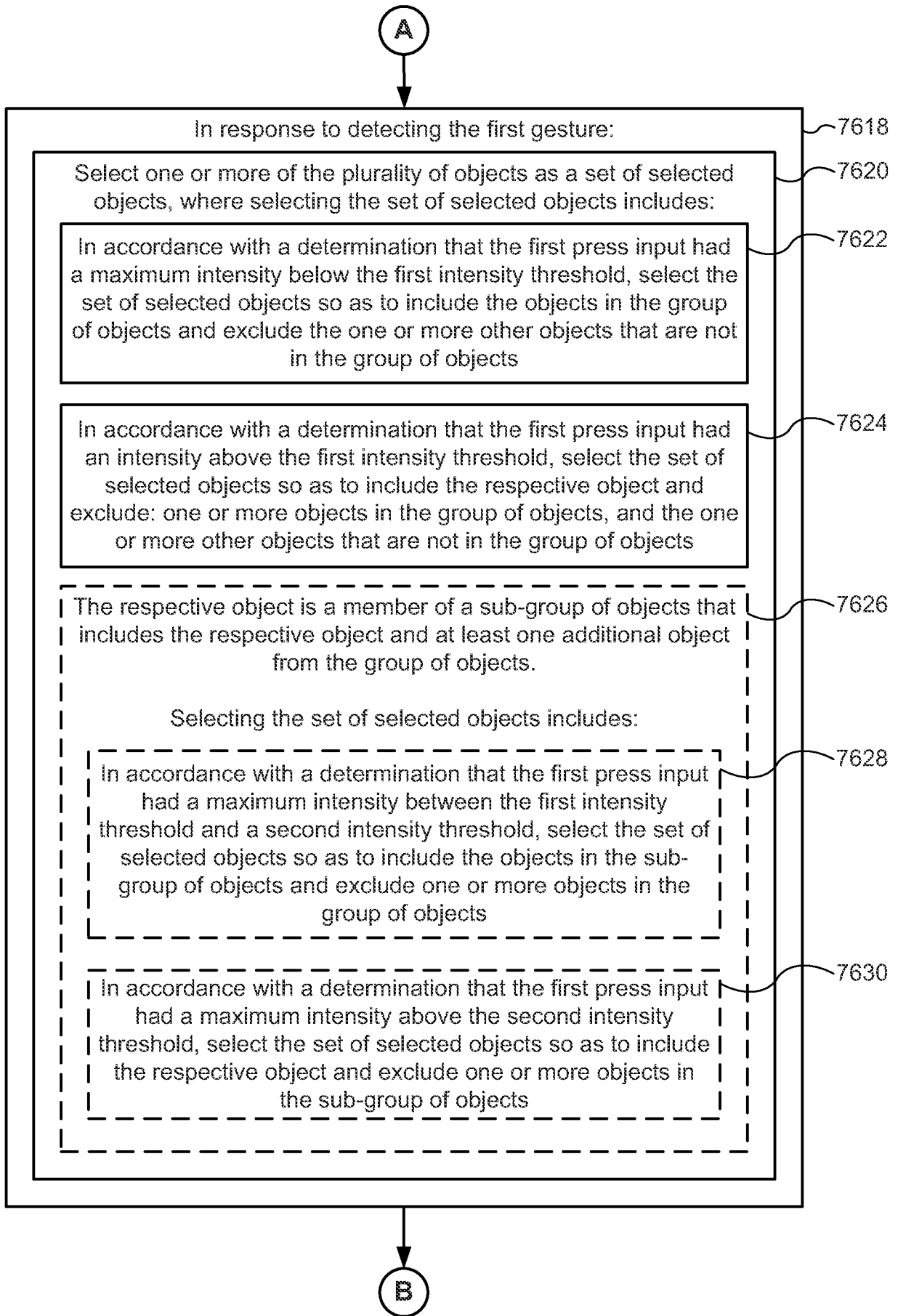


Figure 10B

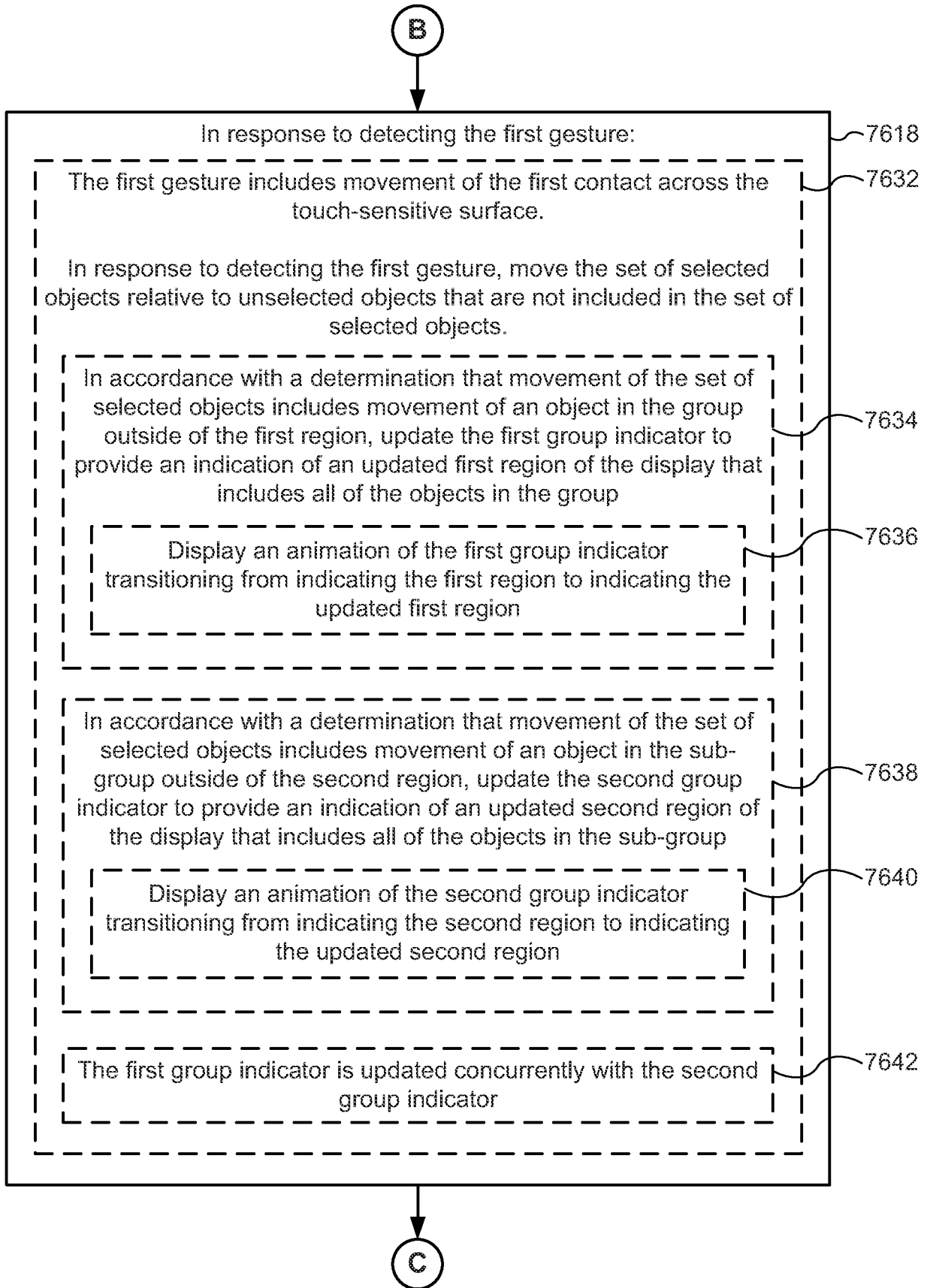


Figure 10C

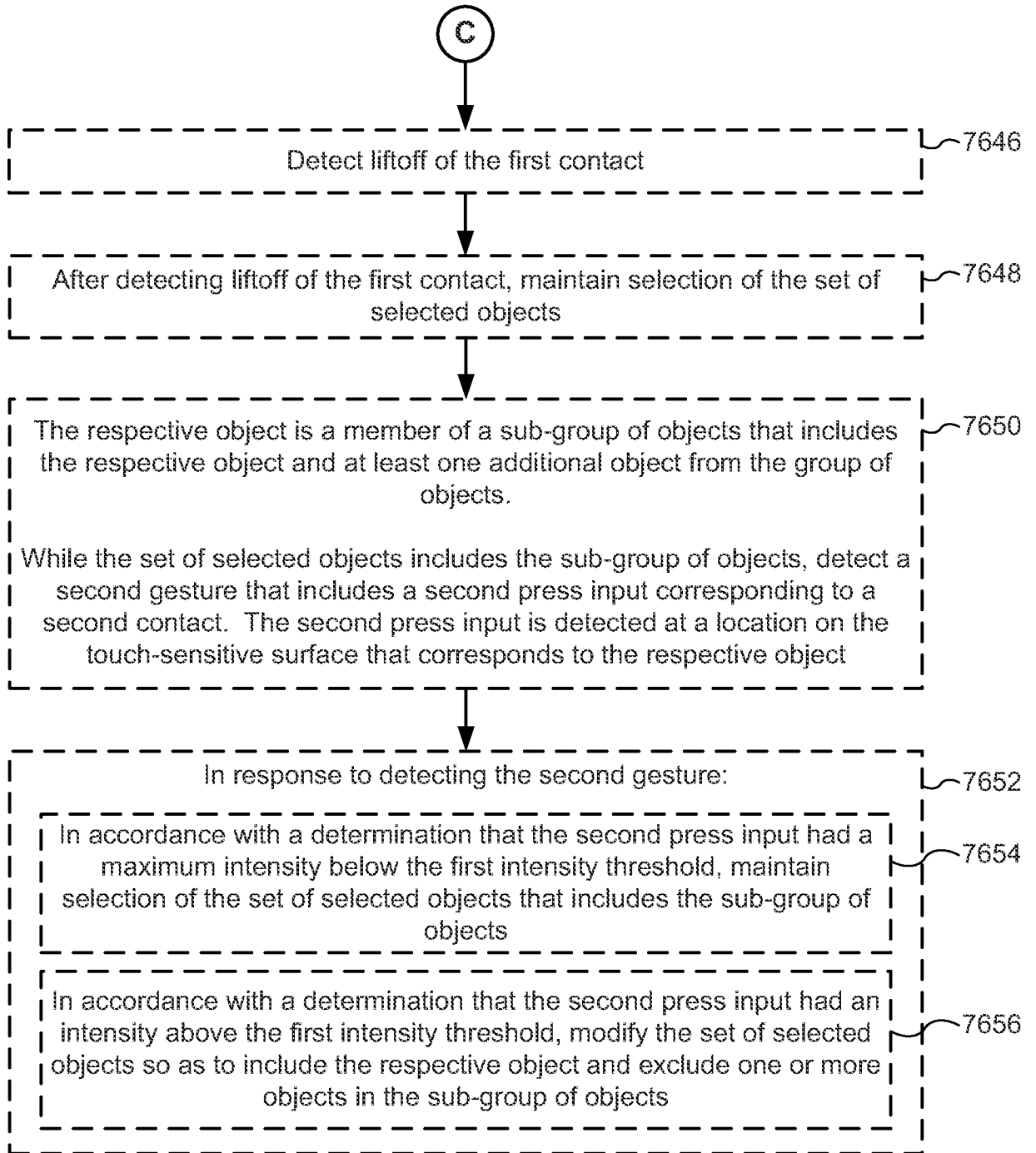


Figure 10D

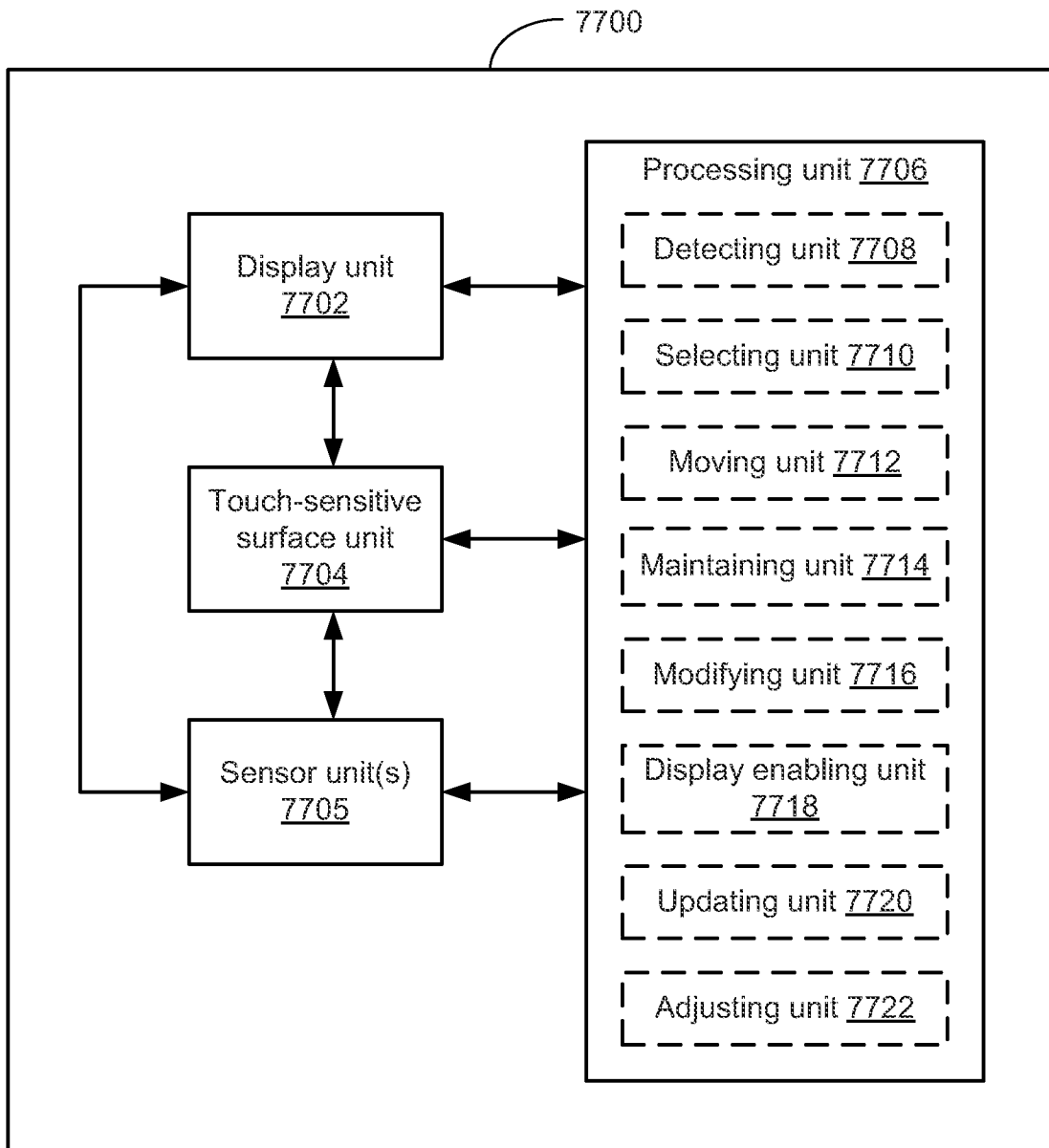


Figure 11

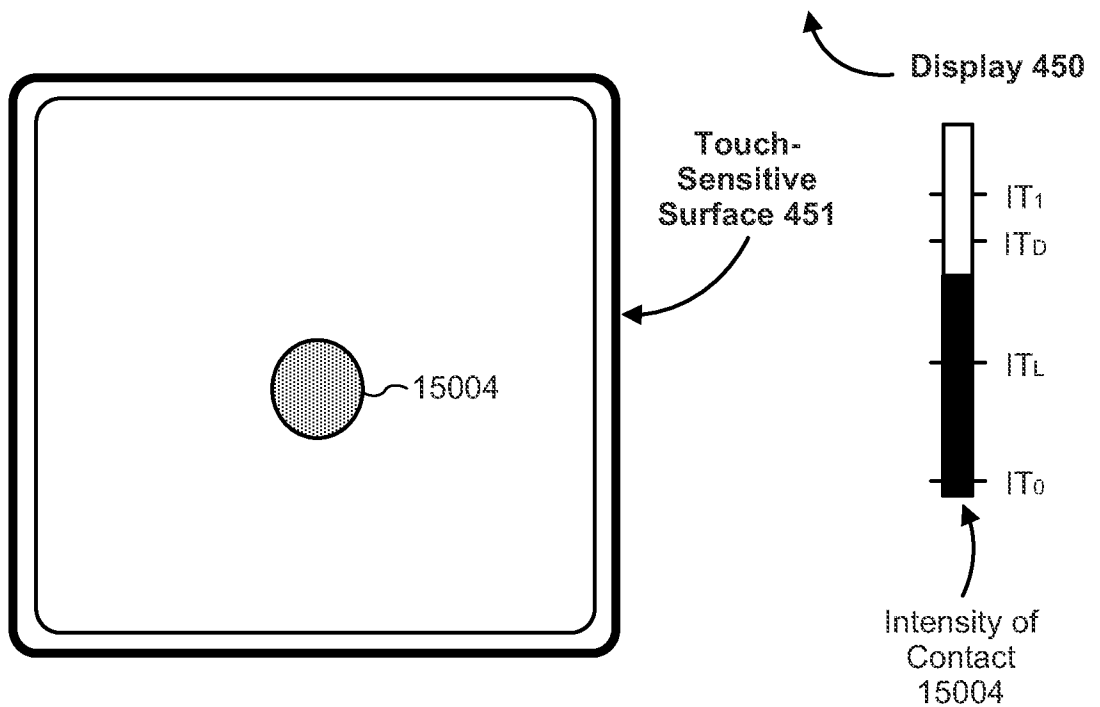
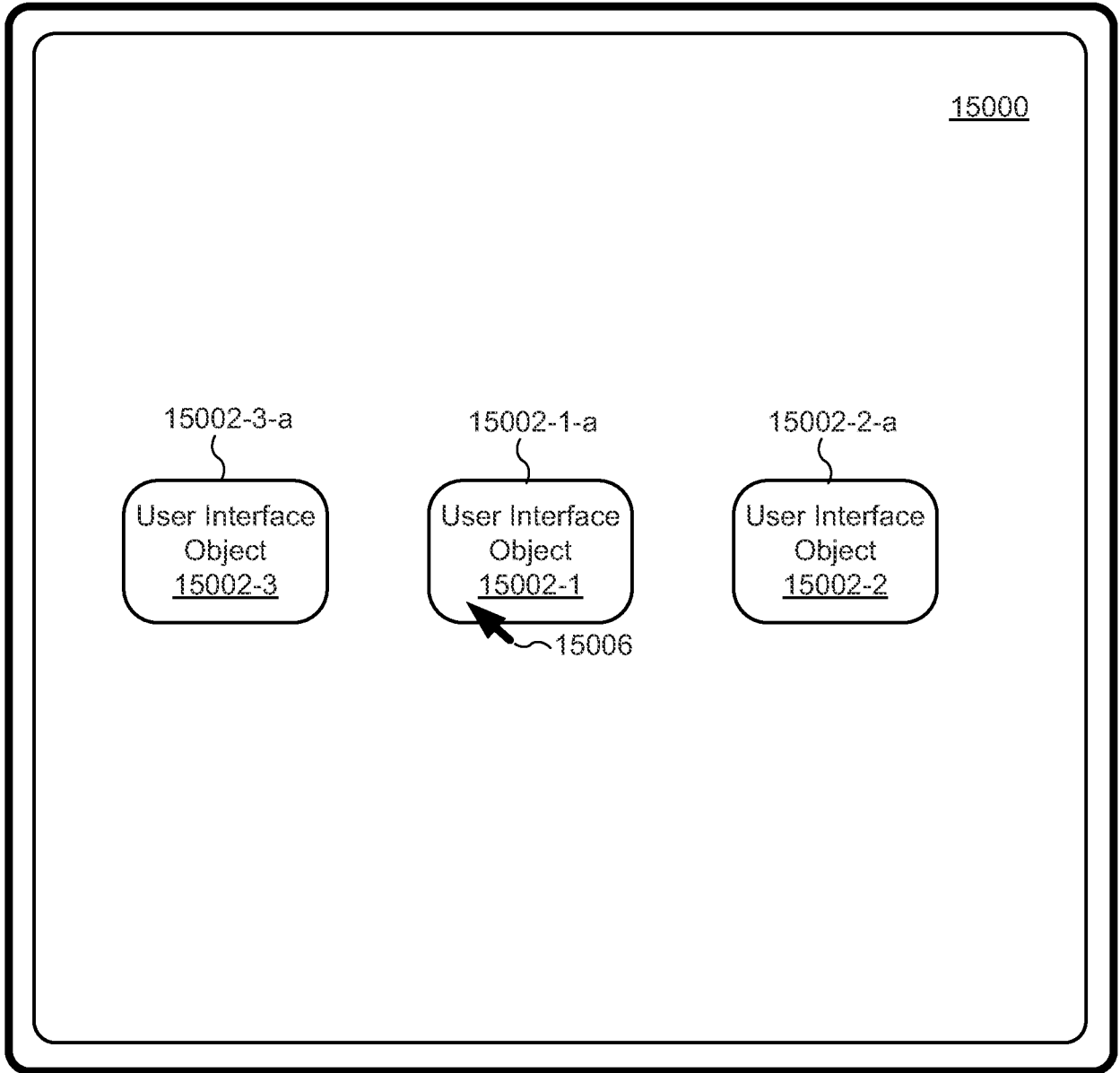


Figure 12A

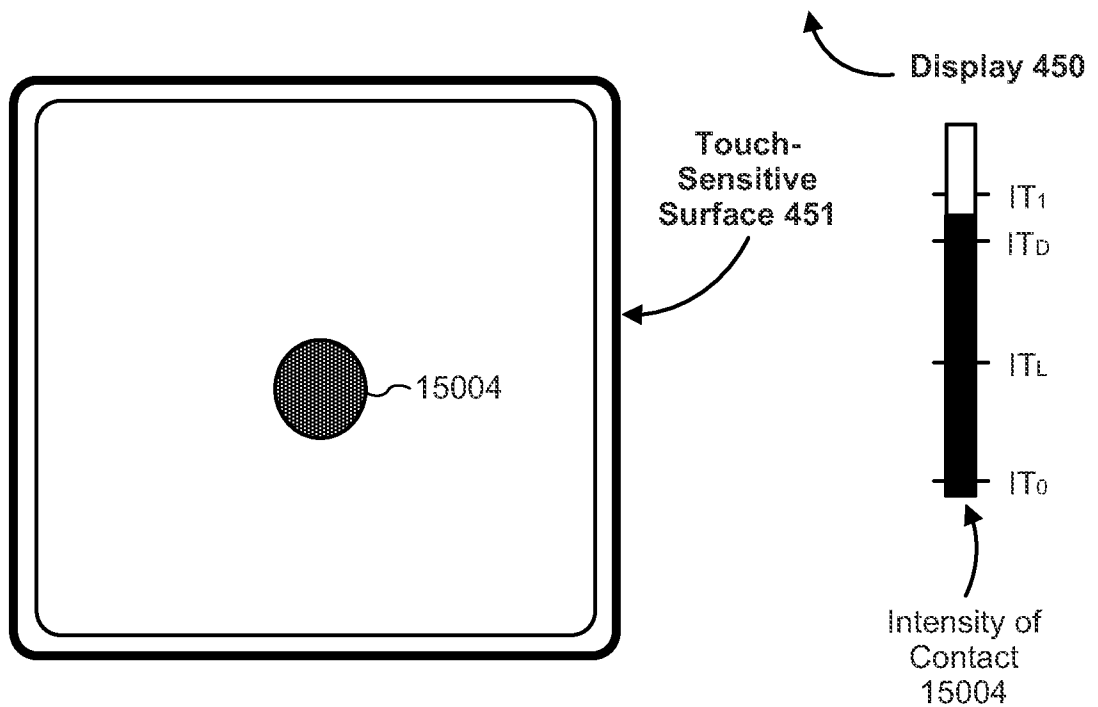
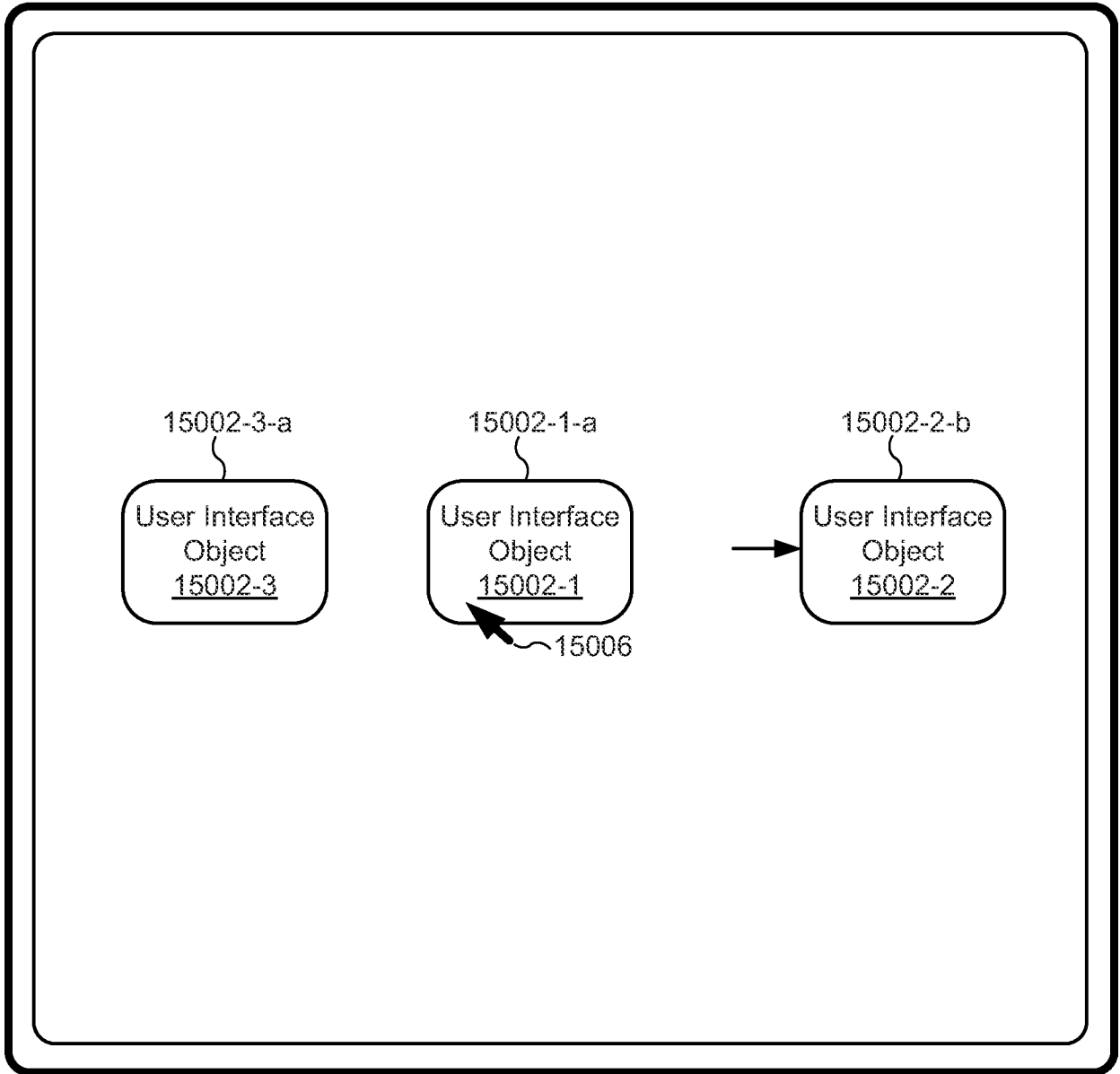


Figure 12B

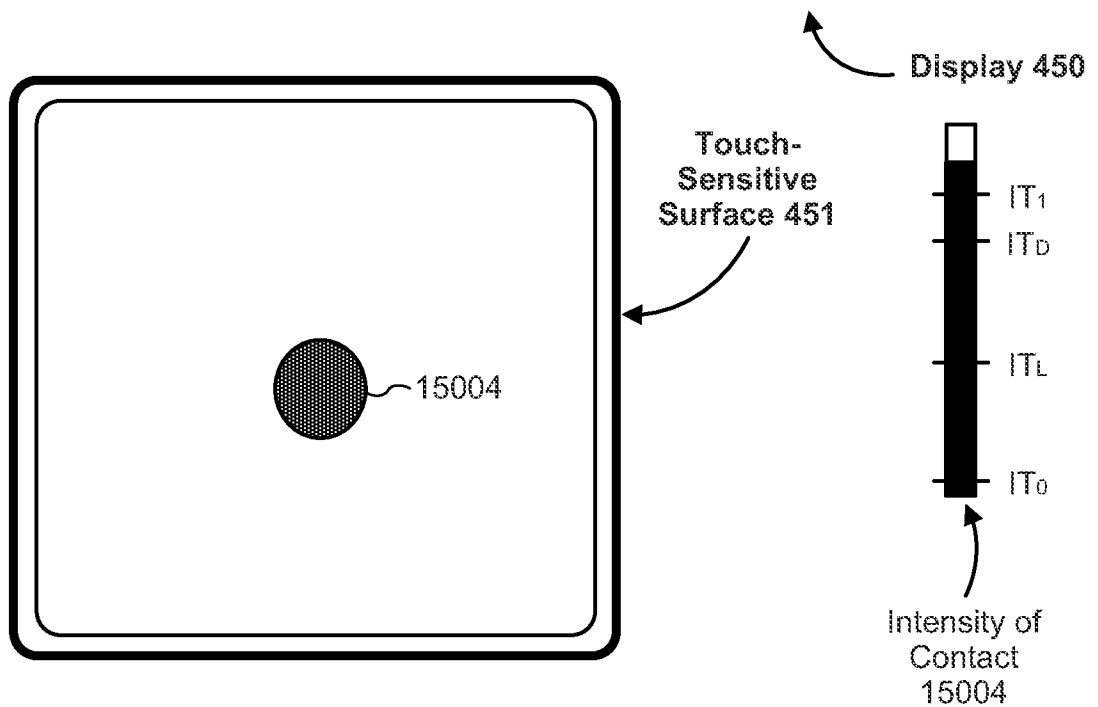
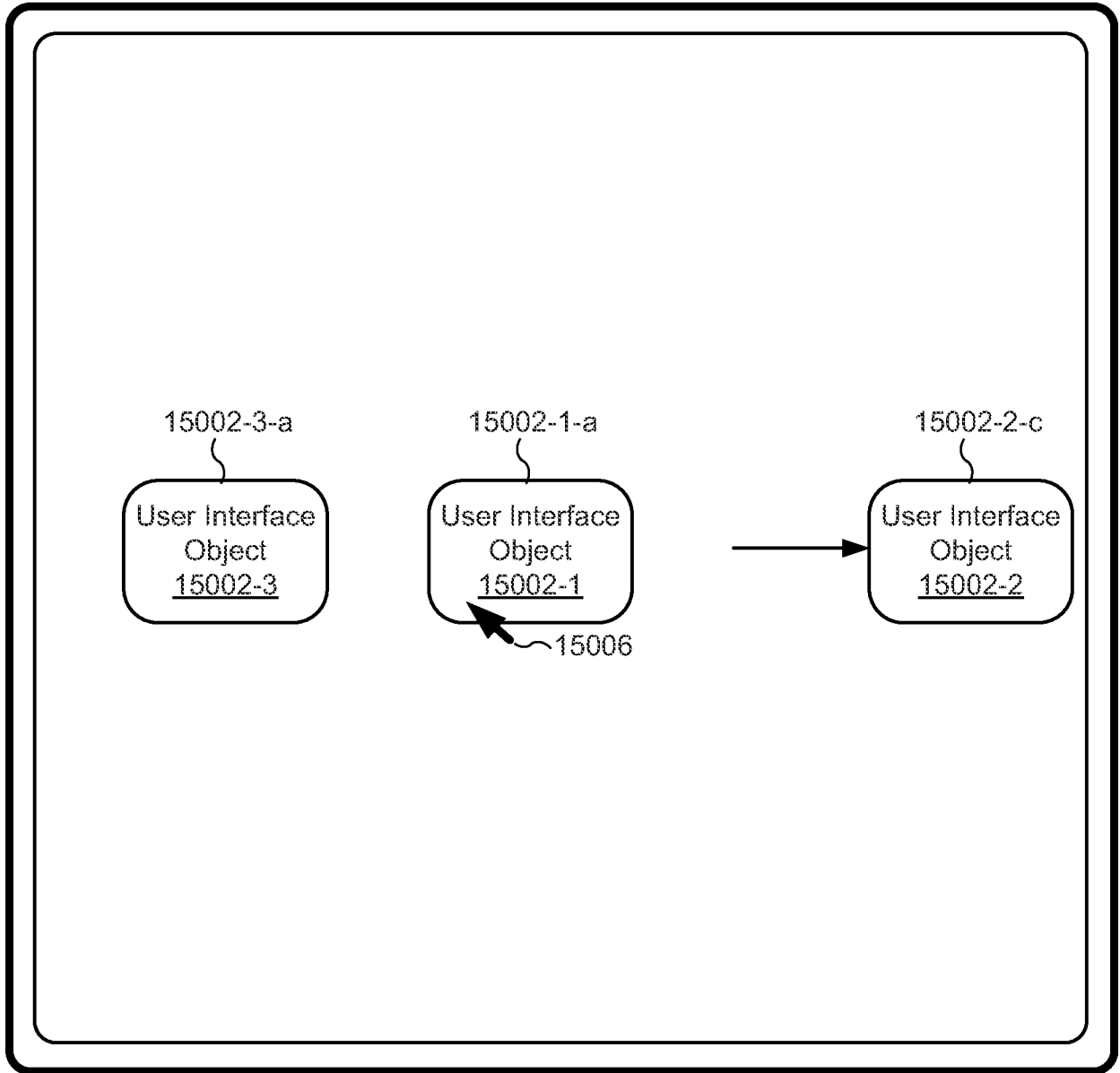


Figure 12C

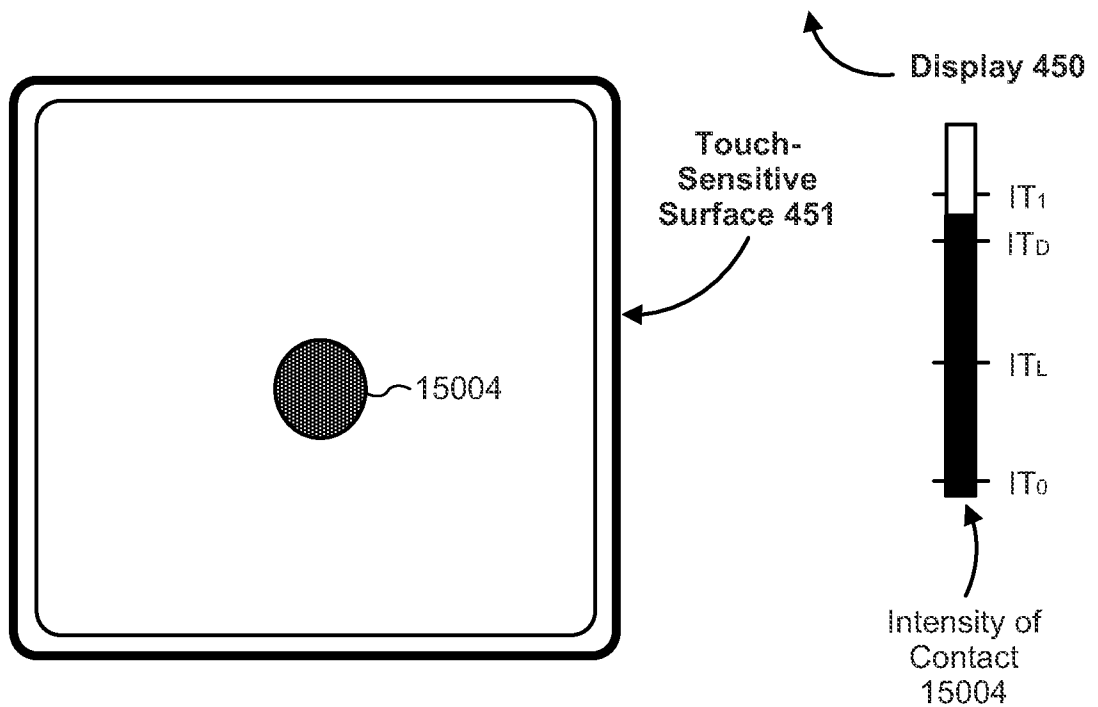
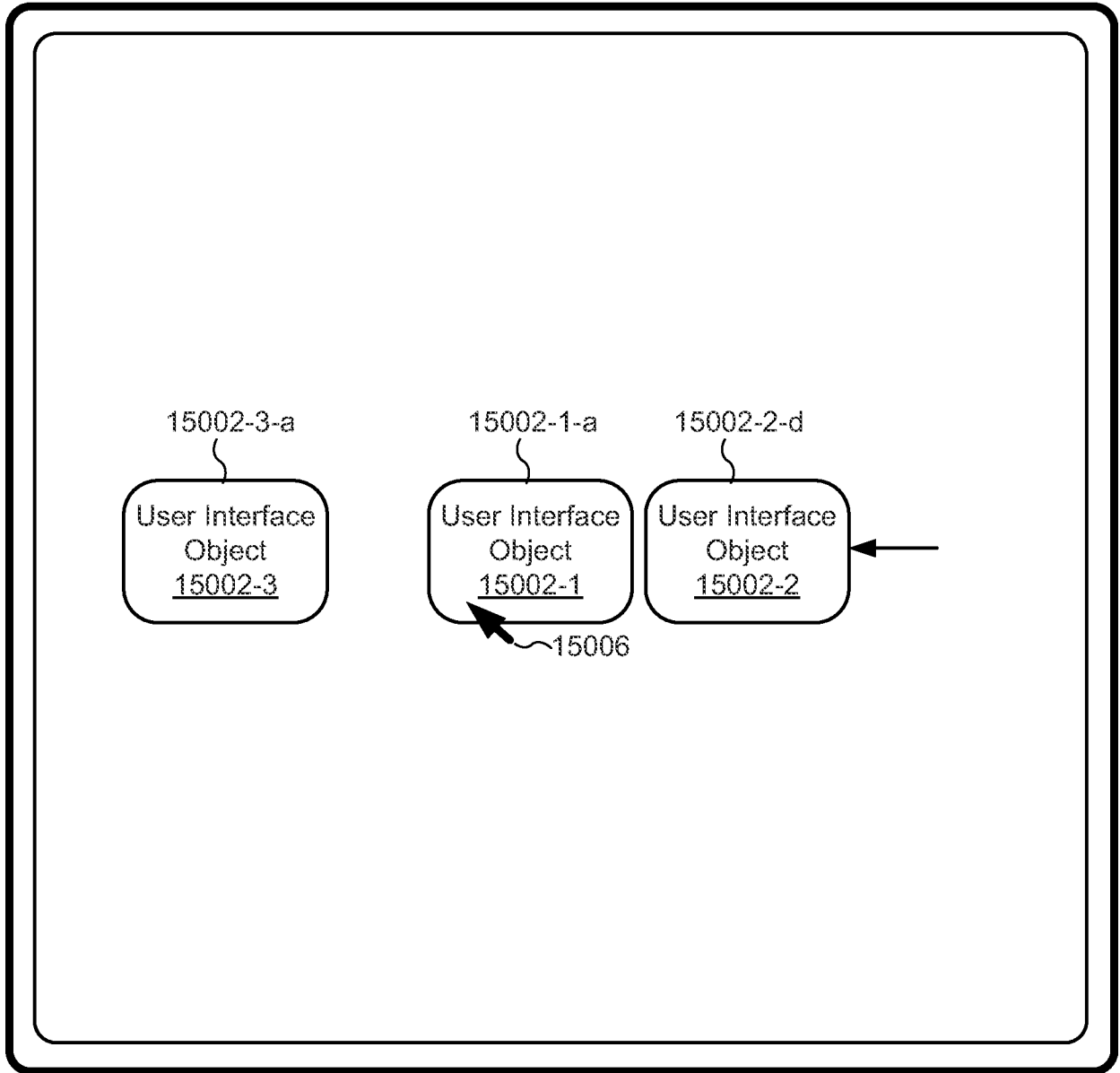


Figure 12D

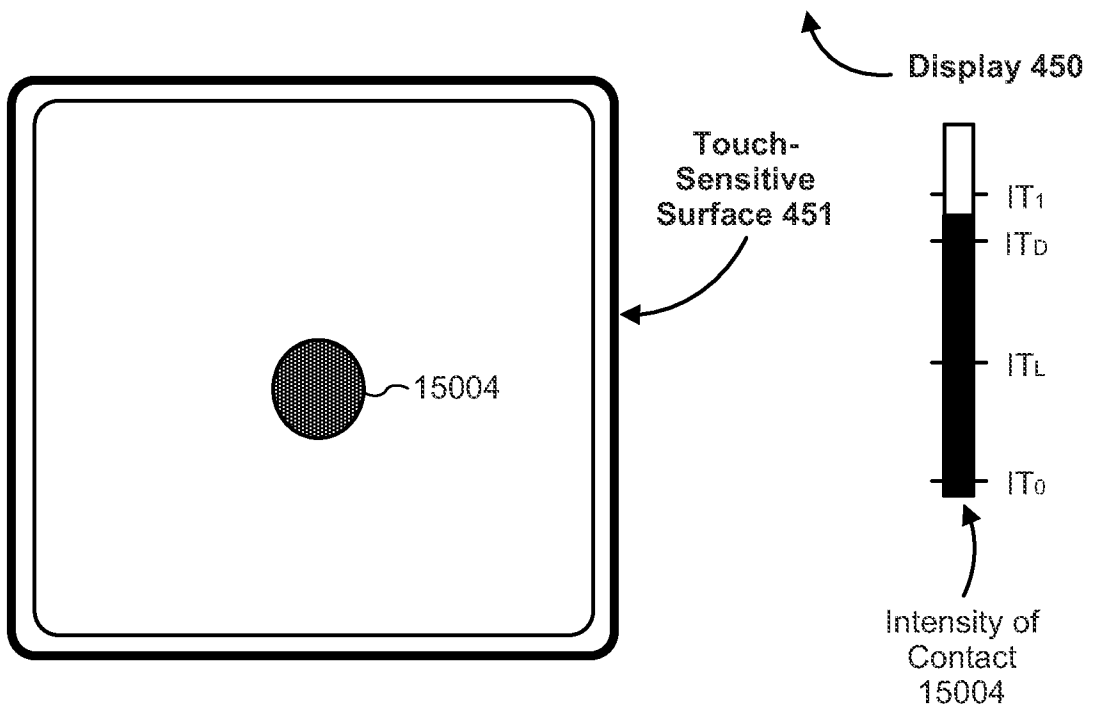
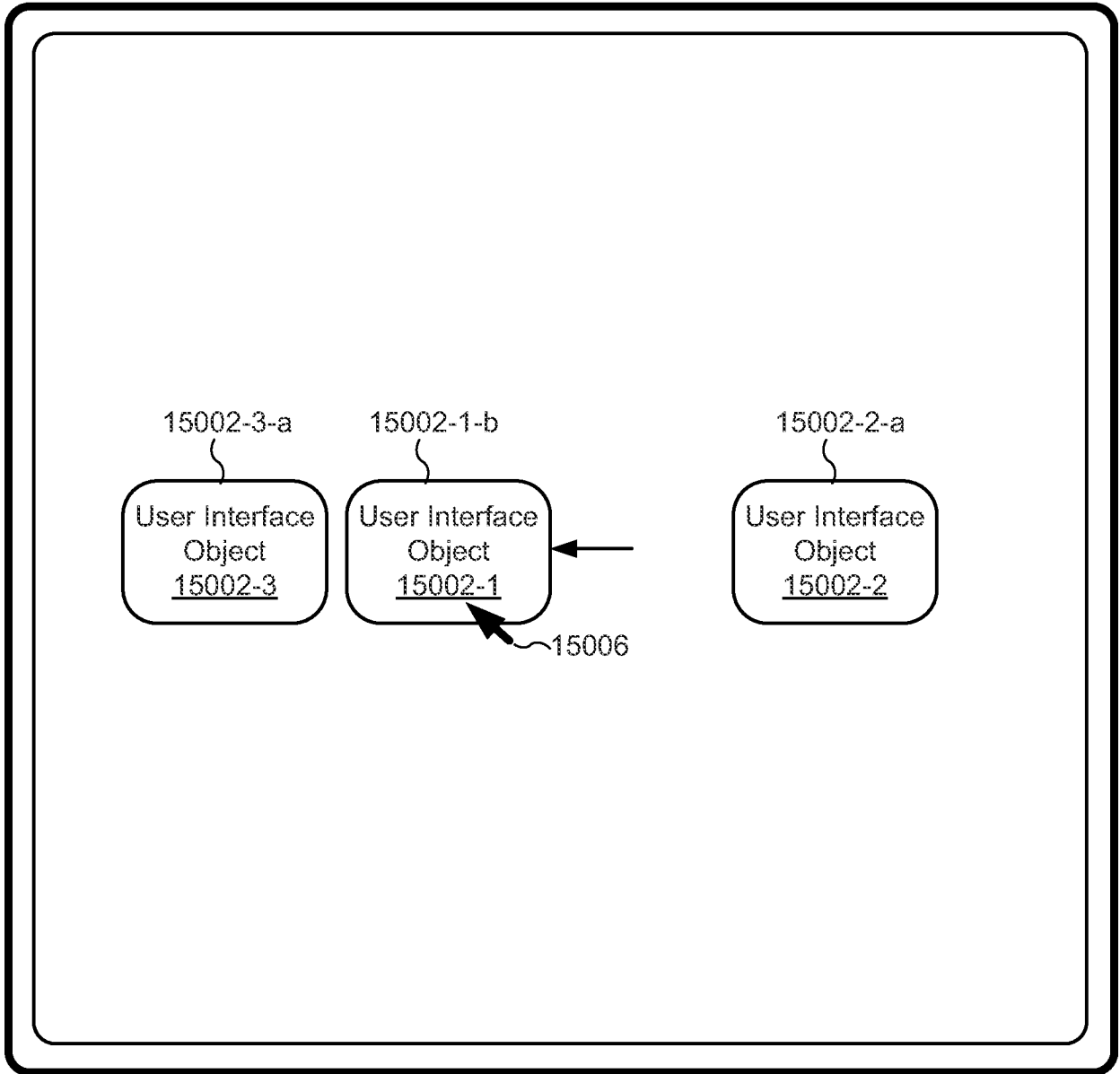


Figure 12E

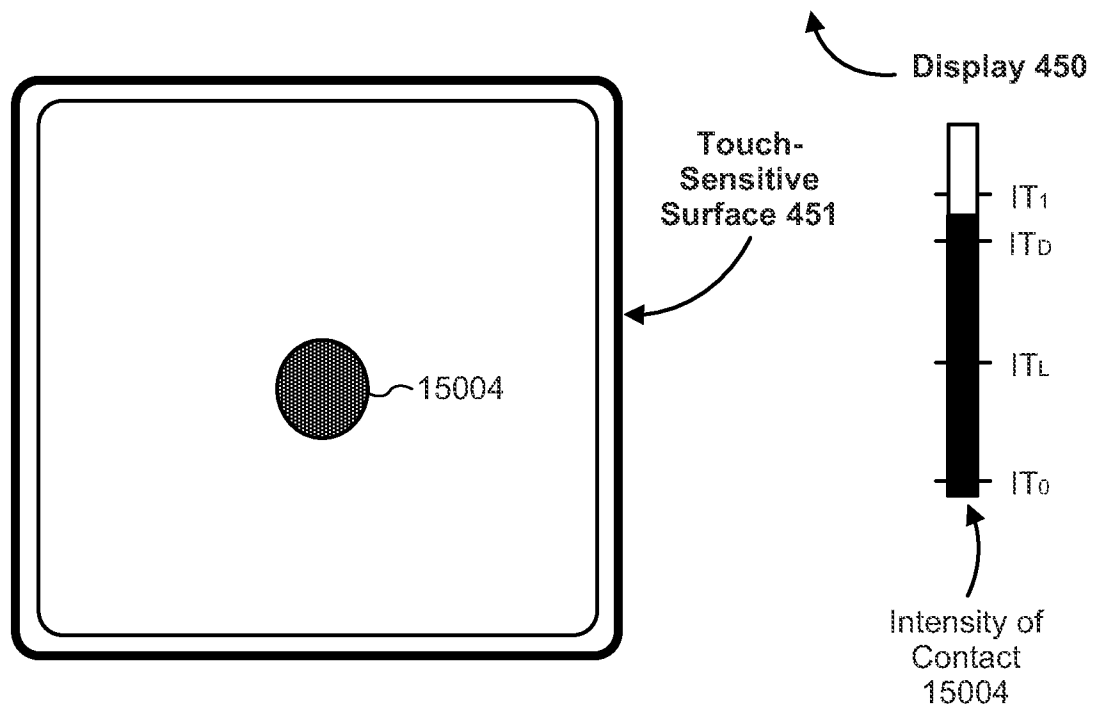
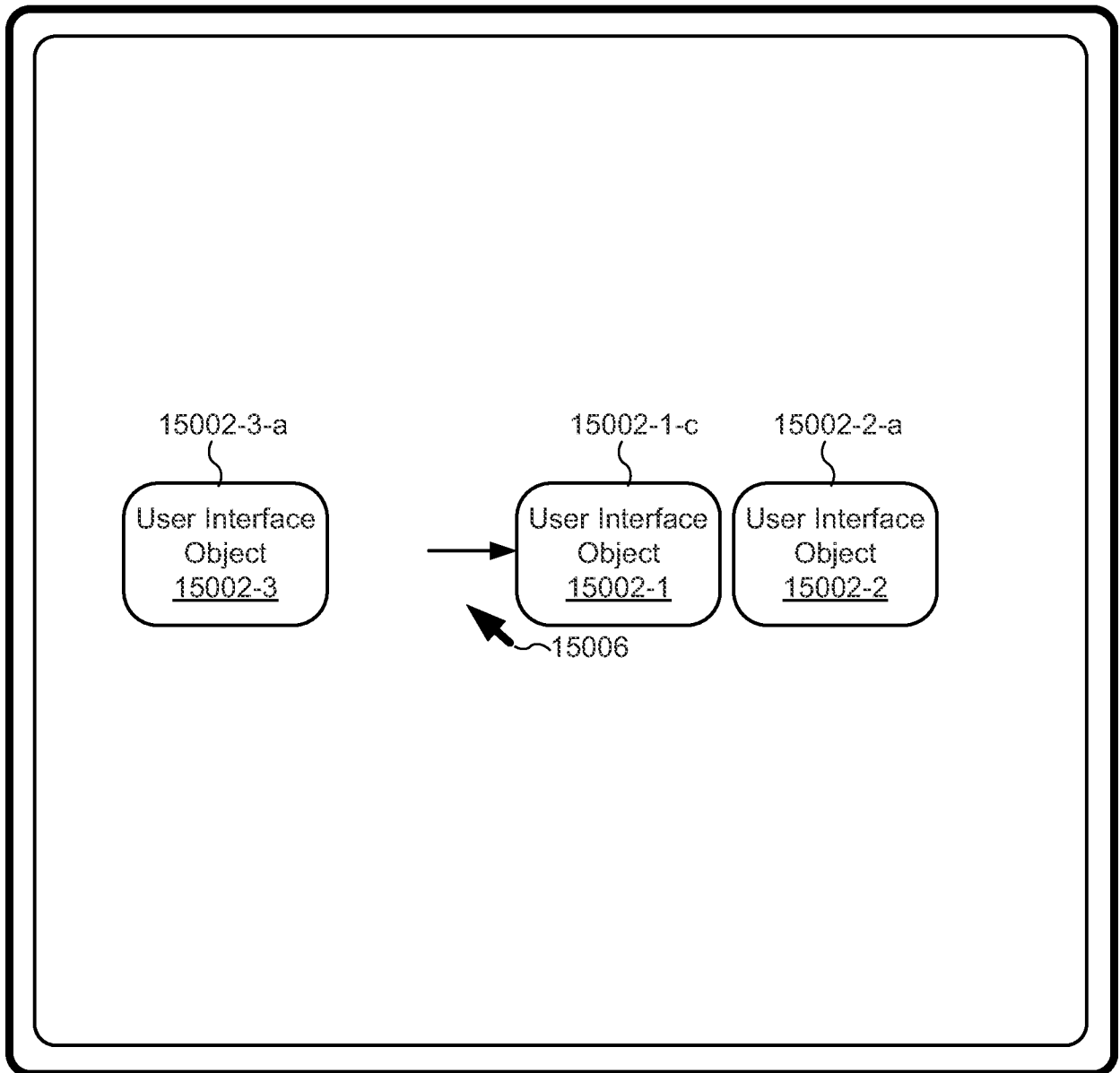


Figure 12F

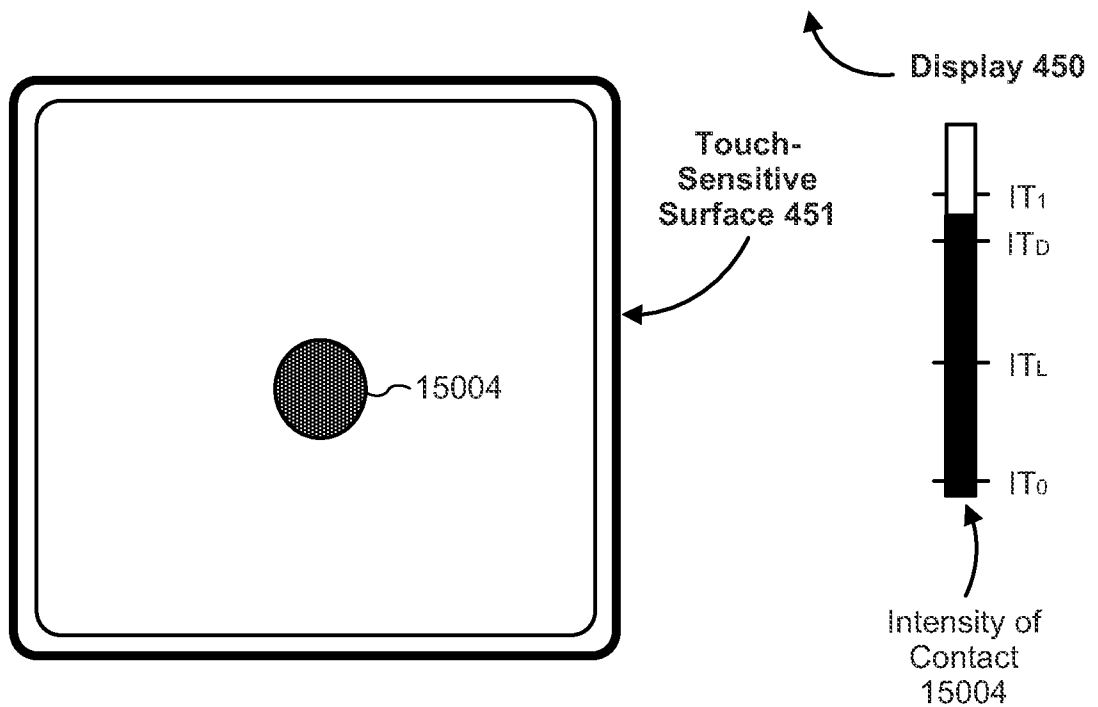
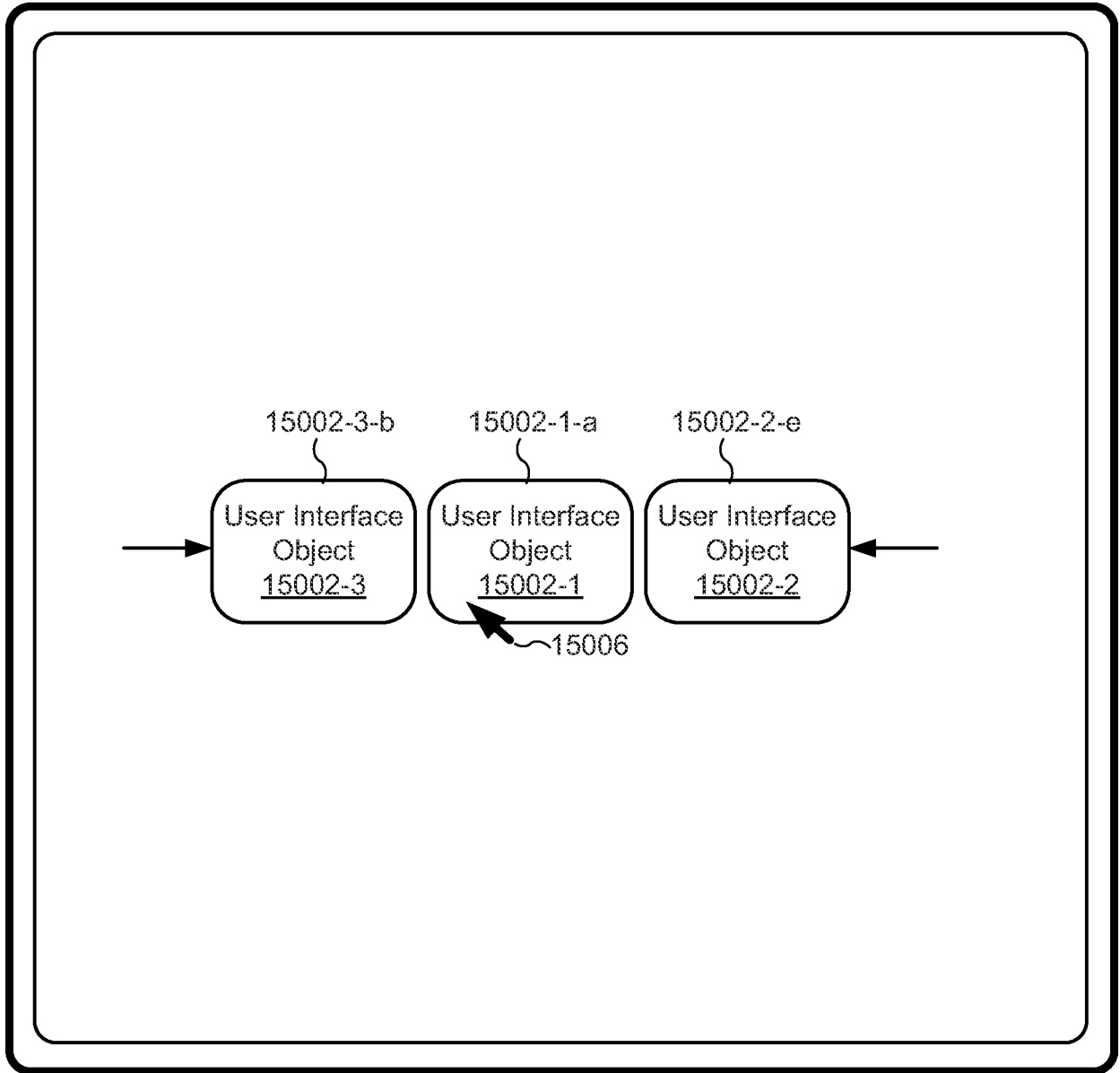


Figure 12G

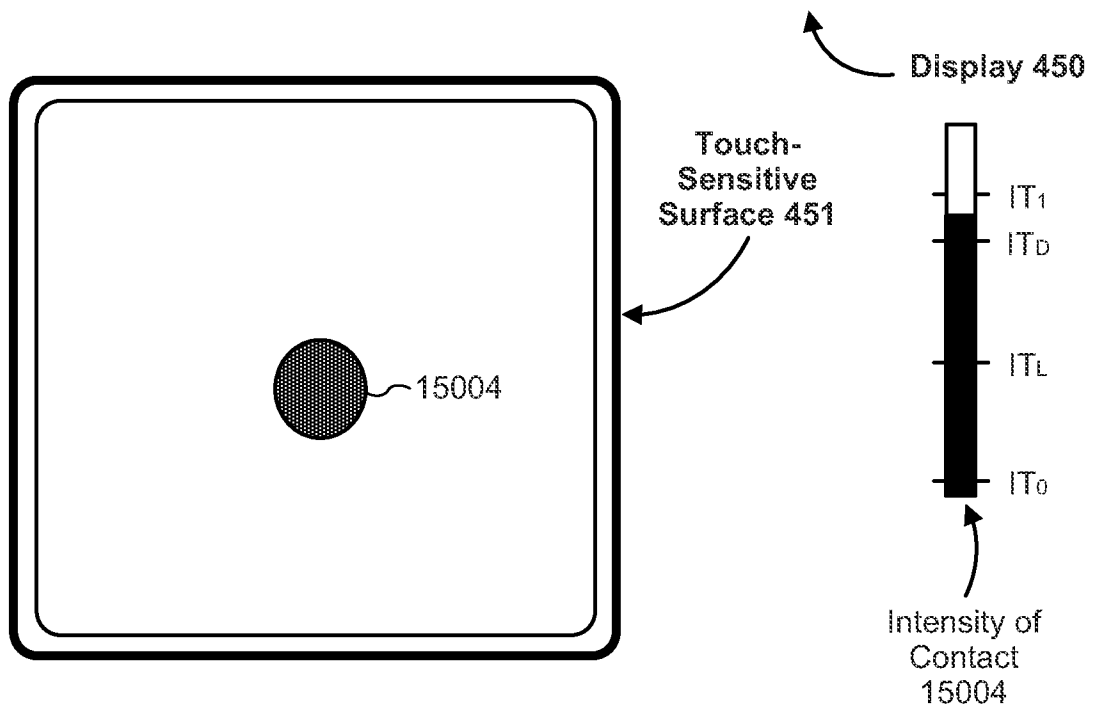
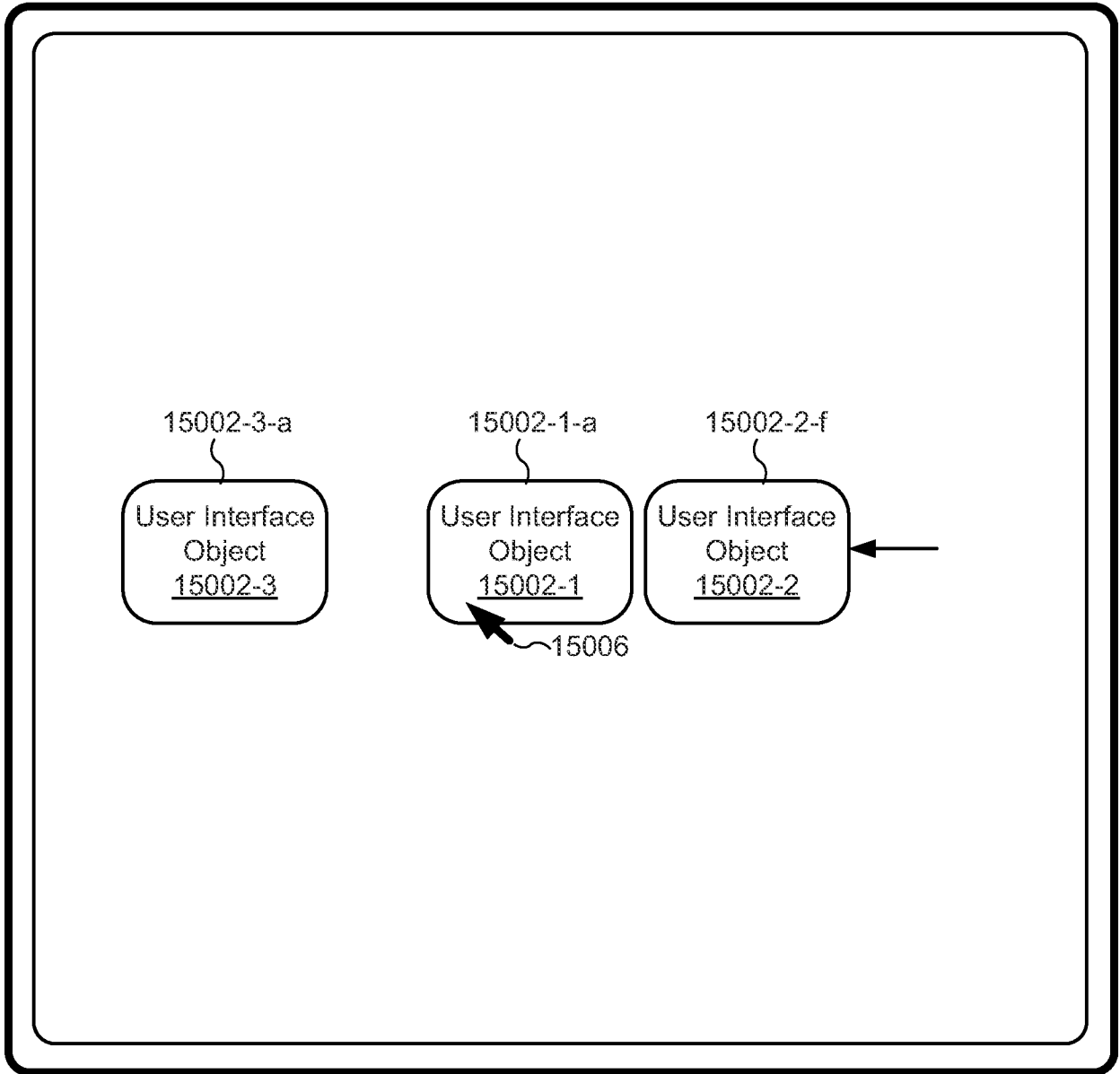


Figure 12H

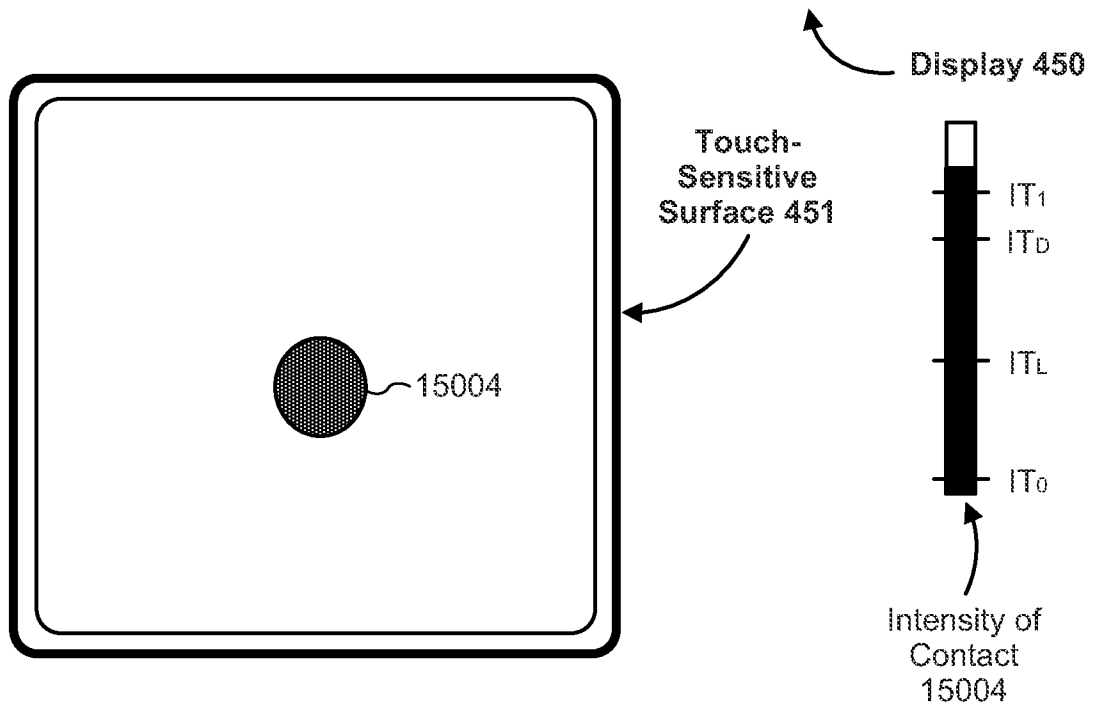
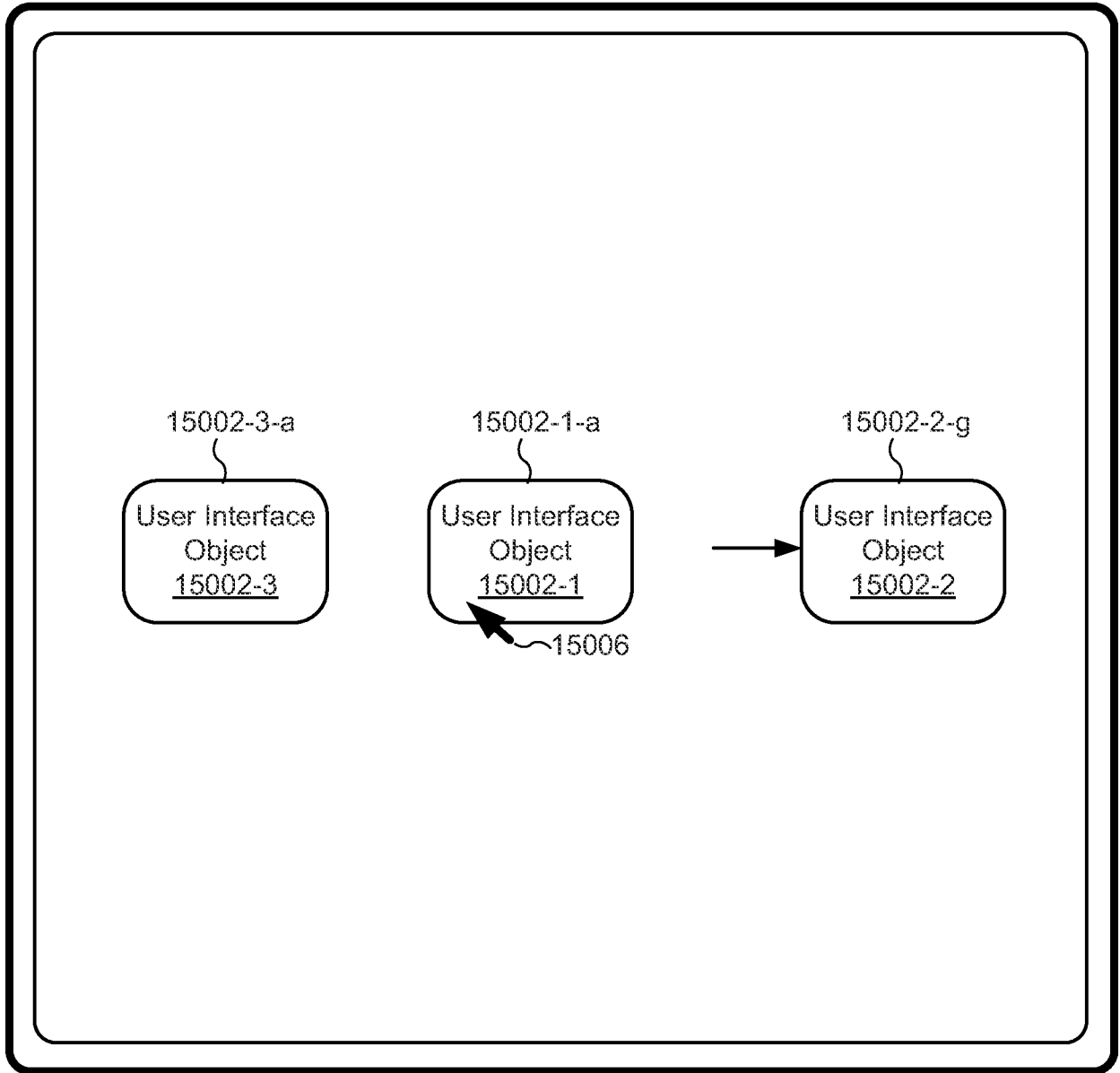


Figure 12I

15100

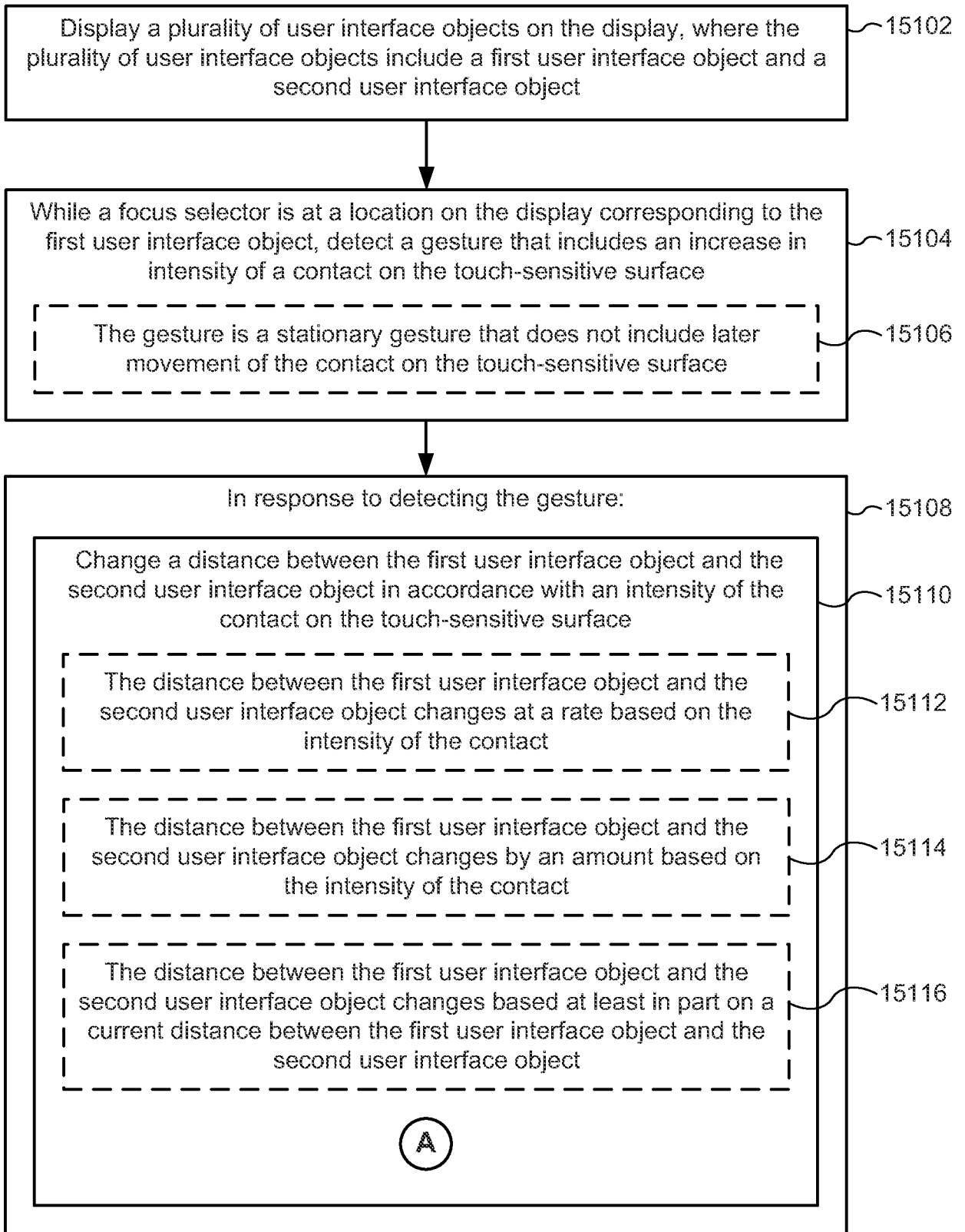


Figure 13A

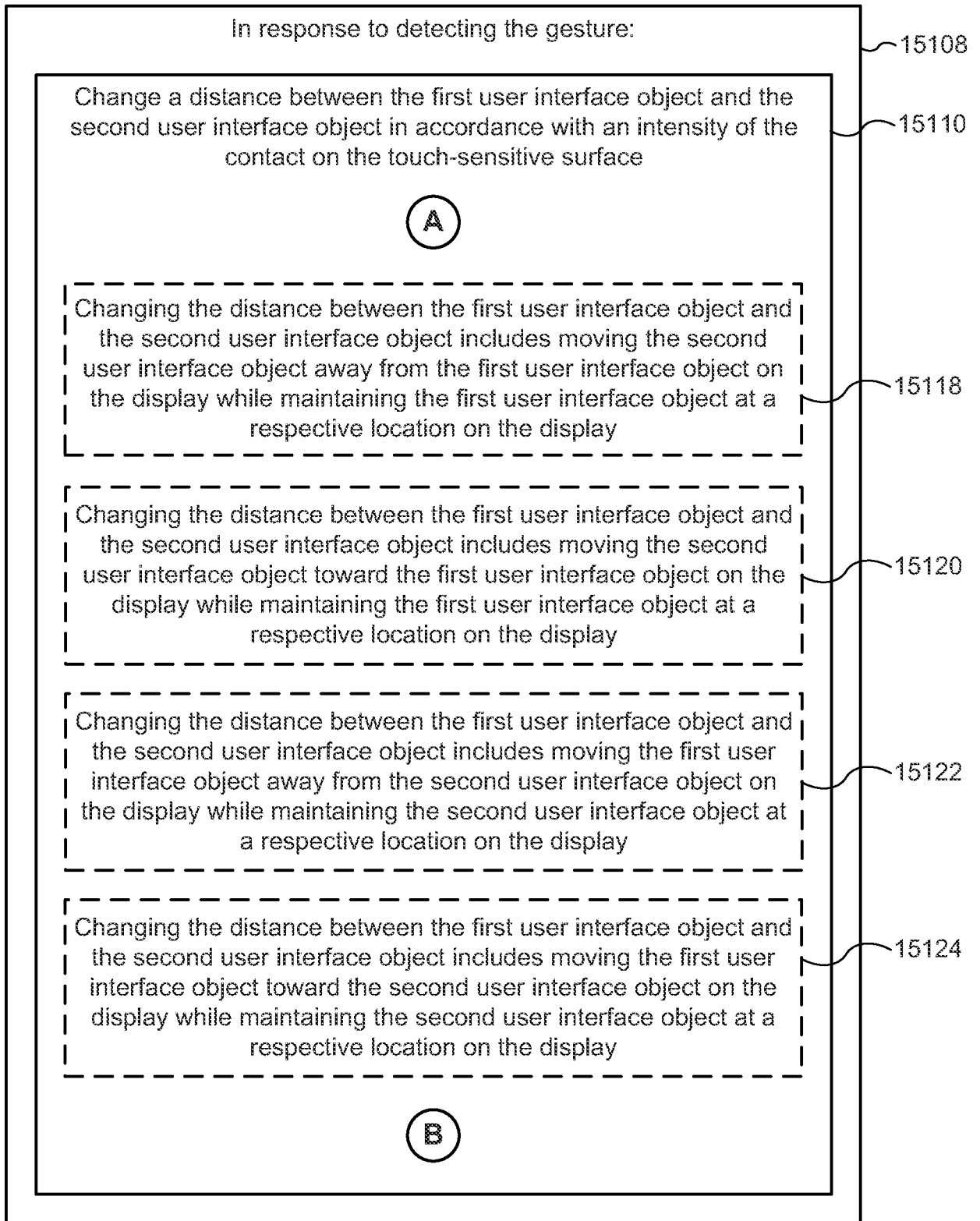


Figure 13B

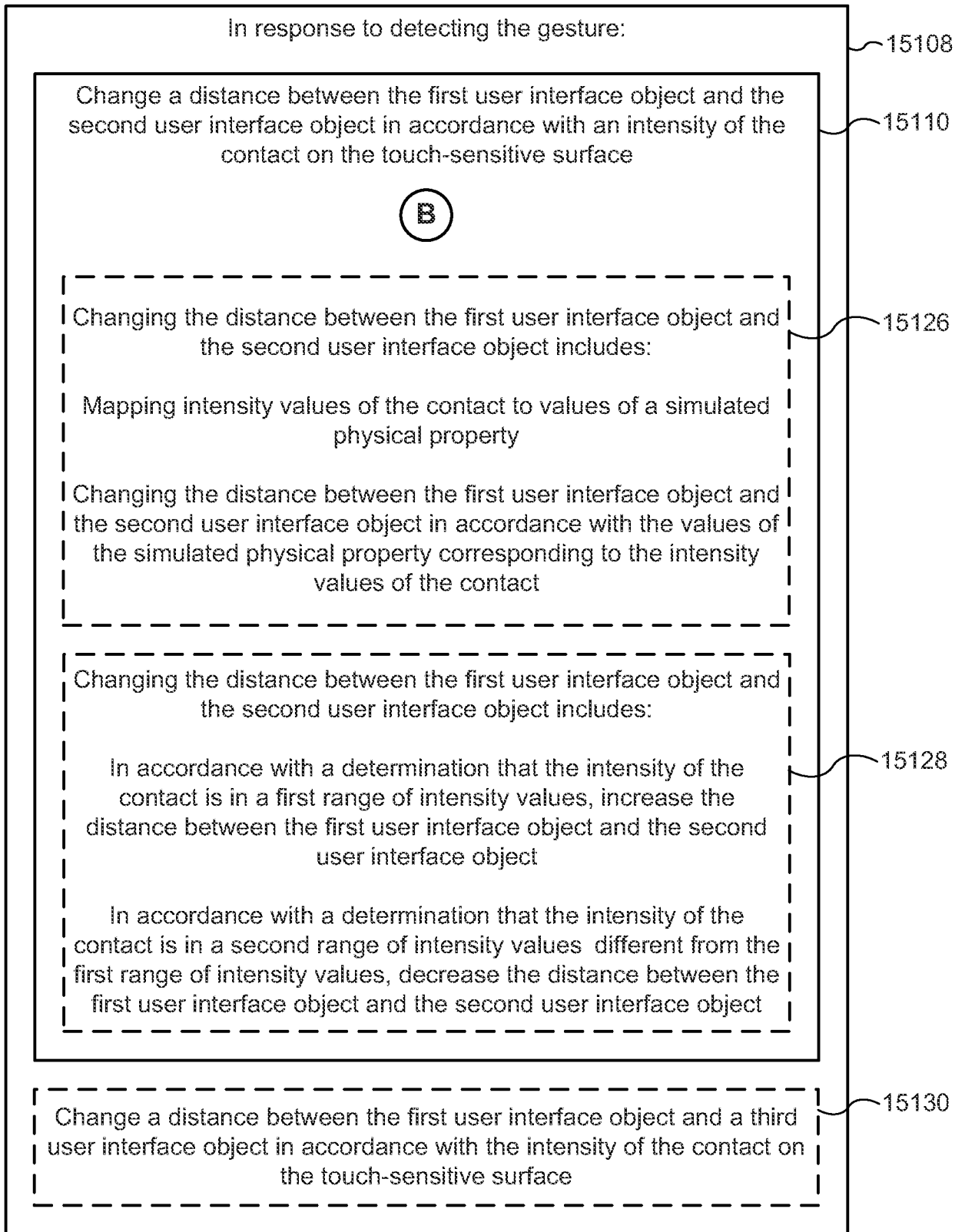


Figure 13C

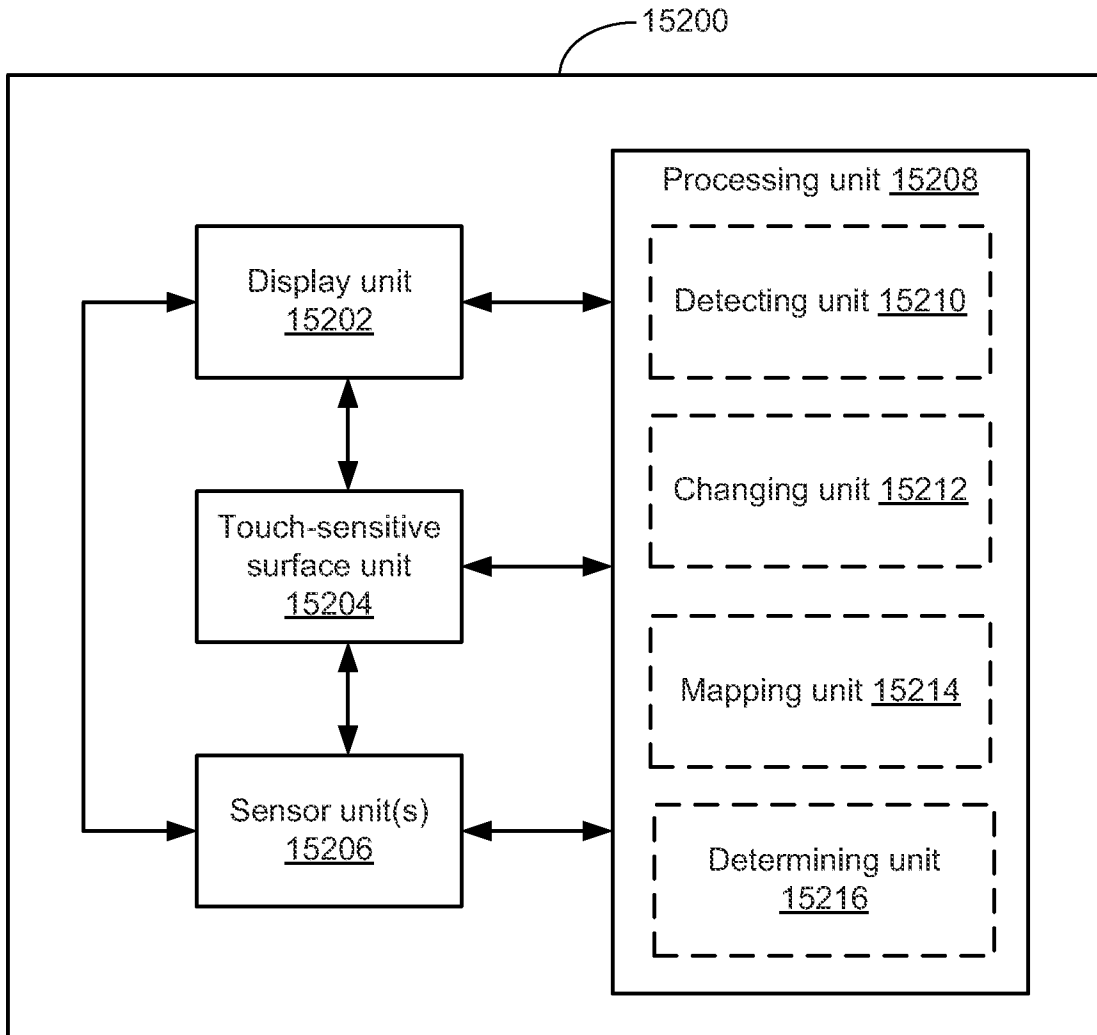


Figure 14