

Infringement Claim Chart for U.S. Patent No. 7,844,915 against the Galaxy Tab 10.1 Tablet

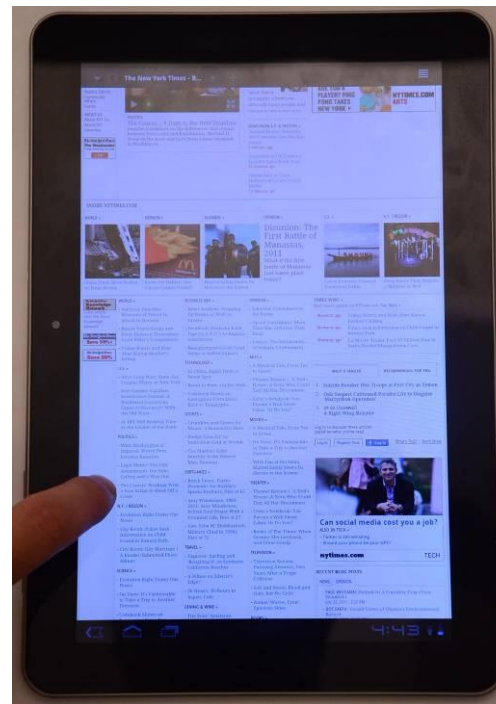
U.S. Patent No. 7,844,915	Samsung Galaxy Tab 10.1
Claim 1	
<p>A machine implemented method for scrolling on a touch-sensitive display of a device comprising:</p>	<p>The Samsung device, which includes a touch-sensitive display, performs a machine implemented method for scrolling on the touch-sensitive display.</p> <div data-bbox="1062 440 1562 1138" data-label="Image"> </div> <p align="center">(Screenshot of the Samsung Galaxy Tab 10.1 scrolling an image.)</p>

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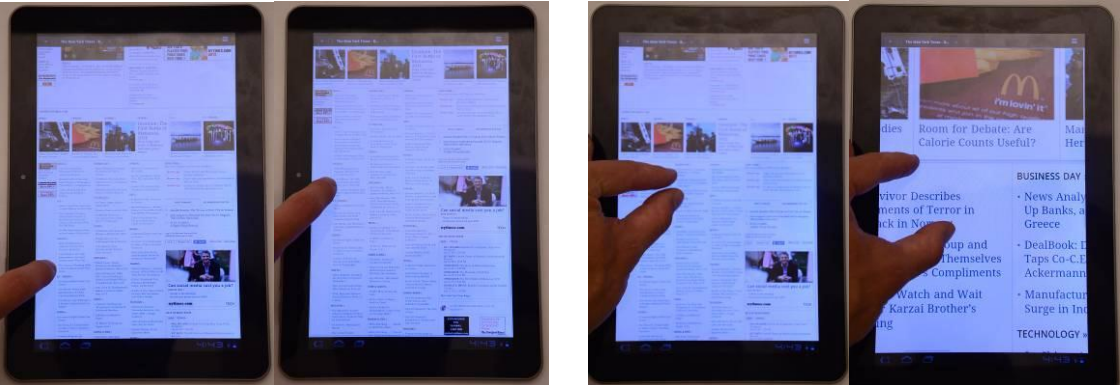
receiving a user input, the user input is one or more input points applied to the touch-sensitive display that is integrated with the device;

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The Samsung device receives a user input. The user input includes one or more input points (one or more fingers) applied to the touch-sensitive display that is integrated with the Samsung device.



(Screenshot of the Samsung Galaxy Tab 10.1 receiving user input.)

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<p>creating an event object in response to the user input;</p> <p>determining whether the event object invokes a scroll or gesture operation by distinguishing between a single input point applied to the touch-sensitive display that is interpreted as the scroll operation and two or more input points applied to the touch-sensitive display that are interpreted as the gesture operation;</p>	<p>The Samsung device, via the Android platform on which the device operates, creates an event object in response to the user input and determines whether the event object invokes a scroll or gesture operation by distinguishing between a single input point (single finger) applied to the touch-sensitive display that is interpreted as the scroll operation and two or more input points (two or more fingers) applied to the touch-sensitive display that are interpreted as the gesture operation.</p> <p>As an example, under the Android platform, a MotionEvent object is created in response to a touch on the touchscreen. (Android Developers Site at Class MotionEvent)(Available at http://developer.android.com/reference/android/view/MotionEvent.html.)</p>  <p>(Screenshots of the Samsung Galaxy Tab 10.1 scrolling in response to a single input point applied to the touch-sensitive display and scaling in response to two or more input points applied to the touch-sensitive display.)</p> <ul style="list-style-type: none"> • The Samsung Galaxy Tab 10.1 has source code that enables it to “creating an event object in response to the user input.” On the Galaxy Tab 10.1 tablet, user input is processed by the device driver, which passes the input into user space and parses it into an event object referred to as the “MotionEvent” object. This object is an event object created by the method

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	<p>InputConsumer::populateMotionEvent(). (See frameworks/base/libs/ui/inputTransport.cpp:683-712 [SAMNDCA-C000002822]; see also frameworks/base/libs/ui/input.cpp:351-382 [SAMNDCA-C000002830 to -C000002831] (MotionEvent::initialize() method))</p> <ul style="list-style-type: none"> • The Samsung Galaxy Tab 10.1 has source code that enables it to “determining whether the event object invokes a scroll or gesture operation by distinguishing between a single input point applied to the touch-sensitive display that is interpreted as the scroll operation and two or more input points applied to the touch-sensitive display that are interpreted as the gesture operation.” • On the Galaxy Tab 10.1 tablet, the WebView class’s handleQueuedMotionEvent() method interprets the input points associated with the MotionEvent object it processes. The handleQueueMotionEvent() method distinguishes between a single input point (ev.getPointerCount == 1) and two or more input points (ev.getPointerCount > 1). (See WebView.java:10281-10314 [SAMDNCA-C000002857].) If one input point is detected, the contact is interpreted as a scroll operation in handleTouchEventCommon(). (See WebView.java:10312 [SAMNDCA-C000002857].) If two or more input points are detected, the contact is interpreted as a gesture operation via a call to handleMultiTouchInWebView(). (See WebView.java:10302 [SAMNDCA-C000002857]; WebView.java:7887-7944 [SAMNDCA-C000002858].)

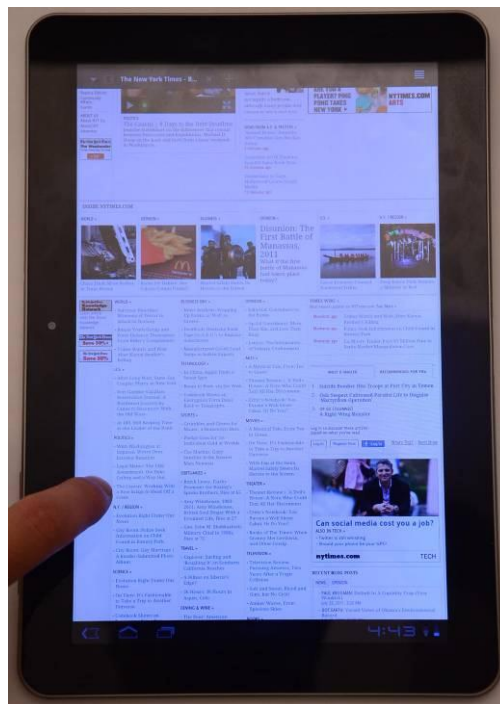
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issuing at least one scroll or gesture call based on invoking the scroll or gesture operation;

responding to at least one scroll call, if issued, by scrolling a window having a view associated with the event object based on an amount of a scroll with the scroll stopped at a predetermined position in relation to the user input; and

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The Samsung device issues at least one scroll or gesture call based on invoking the scroll or gesture operation. The Samsung device responds to at least one scroll call, if issued, by scrolling a window having a view associated with the event object based on an amount of a scroll (related to the distance the finger is moved) with the scroll stopped at a predetermined position in relation to the user input.



(Screenshot of the Samsung Galaxy Tab 10.1 scrolling an image.)

- **The Samsung Galaxy Tab 10.1 has source code that enables it to issue “at least one scroll or gesture call based on invoking the scroll or gesture operation.”**
- On the Galaxy 10.1 tablet, if one input point is detected,

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	<p>handleQueuedMotionEvent() will call handleTouchEventCommon() (WebView.java:10312 [SAMNDCA-C000002926]), which issue a scroll call to doDrag() or doFling(). (WebView.java:7617, 7772 [SAMNDCA-C000002926, -C000002930]) If two or more input points are detected, the contact is interpreted as a gesture operation and issue a call to handleMultiTouchInWebView(). (See WebView.java:10302 [SAMNDCA-C000002857]; WebView.java:7887-7944 [SAMNDCA-C000002858].)</p> <ul style="list-style-type: none"> • The Samsung Galaxy Tab 10.1 has source code that enables it to respond “to at least one scroll call, if issued, by scrolling a window having a view associated with the event object based on an amount of a scroll with the scroll stopped at a predetermined position in relation to the user input” • On the Galaxy 10.1 tablet, the handleTouchEventCommon() method calls doFling() for a scroll operation. (See WebView.java:7272-7821 [SAMNDCA-C000002919 to -C000002931] (call done at 7772).) doFling() then calls the Overscroller.fling() method. (See WebView.java:9236-9376 [SAMNDCA-C000002932 to -C000002935].) Overscroller.fling() itself calls two instances of the SplineOverScroller class, each of which is responsible for scrolling in one axis (i.e., one scrolls horizontally and the other scrolls vertically). (See OverScroller.java:406-448 [SAMNDCA-C000002945].) The SplineOverScroller class thus maintains state information for the fling. (See <i>id.</i>) • The SplineOverScroller class tracks the start points, start time, duration, total distance, and the final position for the scroll at the end of the fling operation. (OverScroller.java:748-782 [SAMNDCA-C000002952 to -C000002953].) The SplineOverScroller.fling() function thus determines the final position of the fling before beginning the fling operation. • The actual rendering of the fling occurs subsequently as part of the drawing cycle. At the end of an event processing cycle, the method computeScroll() is called to compute which part of the view should be rendered to the user. (See WebView.java:3568-3654 [SAMNDCA-C000002958 to -C000002959].) The computeScroll() method uses the SplineOverScroller class to extract the state information for the fling. (See <i>id.</i>) Afterwards, it calls

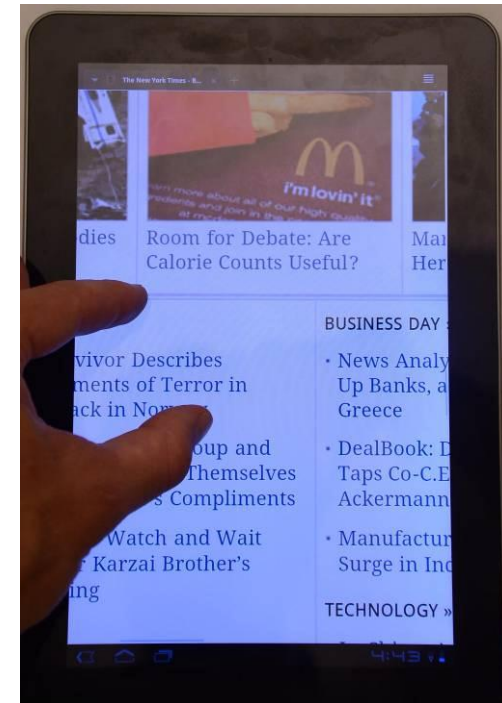
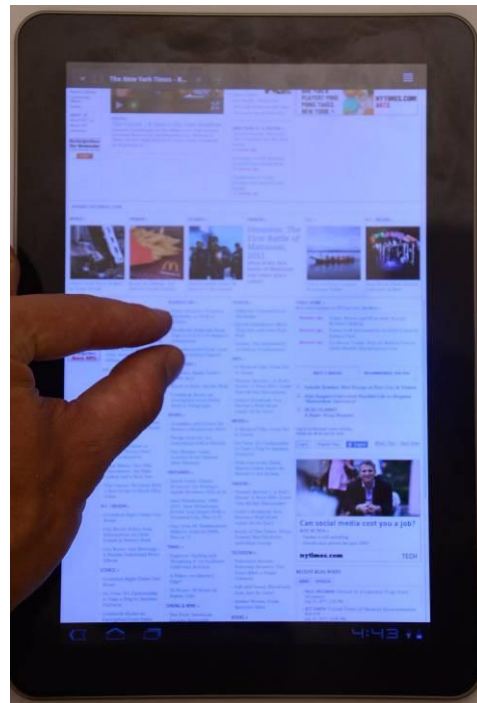
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	<p>WebView.overScrollBy() to scroll the content—this method calculates maximums for the distance the user can scroll beyond the edge of the content and whether content should be fixed to a particular axis. (<i>See id.</i>; <i>see also</i> View.java:11663-11715 [SAMNDCA-C000002960 to -C000002961] (WebView.overScrollBy()).) onOverScrollBy() itself calls onOverScroller() to ensure the intended scroll coordinates are valid and then calls View.scrollTo() to invoke the scroll operation. (<i>See</i> View.java:11663-11715 [SAMNDCA-C000002960 to -C000002961]; WebView.java:3130-3162 [SAMDNCA-2962].) View.scrollTo() scrolls the window (setting mScrollX and mScrollY) based on the amount of a scroll with the scroll stopped at a “predetermined position in relation to the user input.” (<i>See</i> WebView.java:3130-3162 [SAMDNCA-2962].)</p> <ul style="list-style-type: none"> • Alternatively, the scroll stops at a “predetermined position in relation to the user input” because after the mScrollX and mScrollY fields are set (or determined), the WebView.onDraw() method is subsequently called to translate and draw the view shown to the user. (<i>See</i> WebView.java:4261-4418 [SAMNDCA-C000002965 to -C000002968] (with call to trackFPS() at 4416); WebView.java:8757-8791 [SAMNDCA-C000002964] (trackFPS() translates based on mScrollX and mScrollY then draws).)

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responding to at least one gesture call, if issued, by scaling the view associated with the event object based on receiving the two or more input points in the form of the user input.

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The Samsung device responds to at least one gesture call, if issued, by scaling the view associated with the event object based on receiving the two or more input points (two or more fingers) in the form of the user input.



(Screenshot of the Samsung Galaxy Tab 10.1 scaling an image.)

- On the Galaxy 10.1 tablet, the `handleMultiTouchInWebView()` method calls the `WebViewScaleGestureDetector.onTouchEvent()` method to perform the scaling (zoom) operation using the `MotionEvent` object information, which includes the two or more input points touching the screen. (See `WebViewScaleGestureDetector.java:189 [SAMNDCA-C000002905]`.) `onTouchEvent()` calls `setContext()`, which records information about the

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	<p>position of the two input points corresponding, for example, to the user's fingers on the screen (WebViewScaleGestureDetector.java:581-630 [SAMNDCA-C000002524 to -C000002525]). As the user moves his fingers relative to one another—as in, for example, a pinching or de-pinching gesture—the handleScale() method of the ZoomManager class calls the WebViewScaleGestureDetector's getScaleFactor() method to calculate the scale factor based on the ratio of the current distance between the fingers and the previous distance between them (as of the last time the touch screen was polled for input). (ZoomManager.java:1323 [SAMNDCA-C000002410]; WebScaleGestureDetector.java:763-768 [SAMNDCA-C000002528].) handleScale() then calls setZoomScale(), which uses the calculated scale factor to scale the WebView and all of its child views. ZoomManager.java:1372 [SAMNDCA-C000002411]; ZoomManager.java:851-949 [SAMNDCA-C000002399 to -C000002402].)</p>

Claim 2

The method as in claim 1, further comprising:

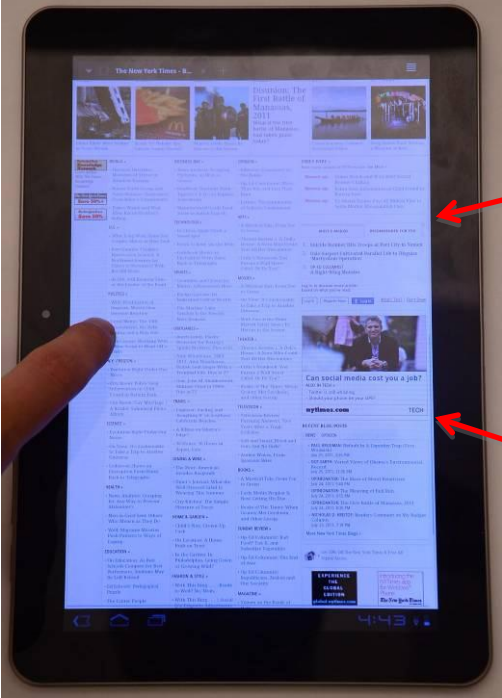
rubberbanding a scrolling region displayed within the window by a predetermined maximum displacement when the scrolling region exceeds a window edge based on the scroll.

The Samsung device rubberbands a scrolling region displayed within the window by a predetermined maximum displacement when the scrolling region exceeds a window edge based on the scroll.



(Screenshots of the Samsung Galaxy Tab 10.1 rubberbanding an image.)

- The predetermined maximum displacement is defined in the Galaxy Tab 10.1 tablet source code to be 1/6 the height and 1/6 the width of the screen for a fling (i.e., a quick, flicking motion of the user's finger on the screen that causes the view to scroll a predetermined distance without further user input). The `handleTouchEventCommon()` method calls `doFling()`. (See `WebView.java:7272-7821` [SAMNDCA-C000002919 to -C000002931] (call done at 7772).) In the `doFling()` method, if the `isElasticEffectEnabled()` method

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	<p>returns a true value (i.e., if the device is configured to “rubberband”) the variables “overX” and “overY” are set to 1/6 the screen width and 1/6 the screen height, respectively. (See WebView.java:9236-9376 [SAMNDCA-C000002932-2935] (particularly lines 9350-9361).) The overX and overY variables are then passed to the Overscroller.fling() method, and they set the maximum amount for rubberbanding displacement. (See <i>id.</i>)</p>
<p>Claim 3</p>	<p>The Samsung device attaches scroll indicators to the window edge.</p>
<p>The method as in claim 1, further comprising:</p> <p>attaching scroll indicators to a content edge of the window.</p>	<div style="text-align: center;">  <p style="color: red; text-align: right;">Content edge of the window</p> <p style="color: red; text-align: right;">Scroll indicator</p> </div> <p>(Screenshot of the Samsung Galaxy Tab 10.1 attaching a scroll indicator to a content edge of the window.)</p>

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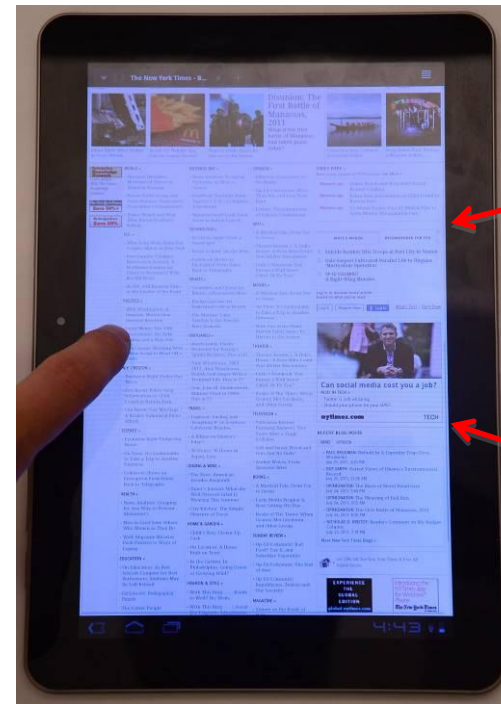
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Claim 4


The method as in claim 1, further comprising:

attaching scroll indicators to the window edge.

The Samsung device attaches scroll indicators to the window edge.



(Screenshot of the Samsung Galaxy Tab 10.1 attaching a scroll indicator to the window edge.)

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Claim 5	
<p>The method as in claim 1, wherein determining whether the event object invokes a scroll or gesture operation is based on receiving a drag user input for a certain time period.</p>	<p>The Samsung device determines whether the event object invokes a scroll or gesture operation based on receiving a drag user input for a certain time period.</p> <ul style="list-style-type: none"> The Galaxy Tab 10.1 tablet determines whether the event object invokes the scroll operation based on receiving a drag user input for a certain time period. The handleTouchEventCommon() invokes the fling operation based on the user scrolling within a certain period of time. (See WebView.java:7758 [SAMDNCA00002919 to -C000002931].)
Claim 6	
<p>The method as in claim 1, further comprising:</p> <p>responding to at least one gesture call, if issued, by rotating a view associated with the event object based on receiving a plurality of input points in the form of the user input.</p>	<p>The Samsung device responds to at least one gesture call, if issued, by rotating a view associated with the event object based on receiving a plurality of input points (plurality of fingers) in the form of the user input.</p> <div style="text-align: center;">  <p>(Screenshot of the Samsung Galaxy Tab 10.1 rotating an image.)</p> </div>

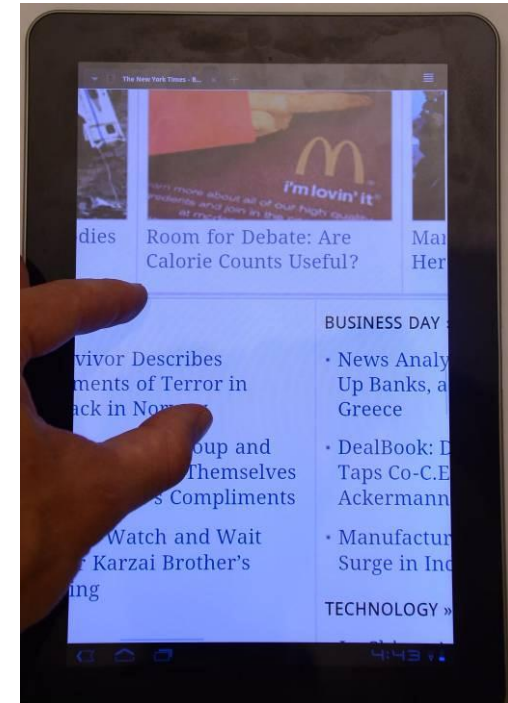
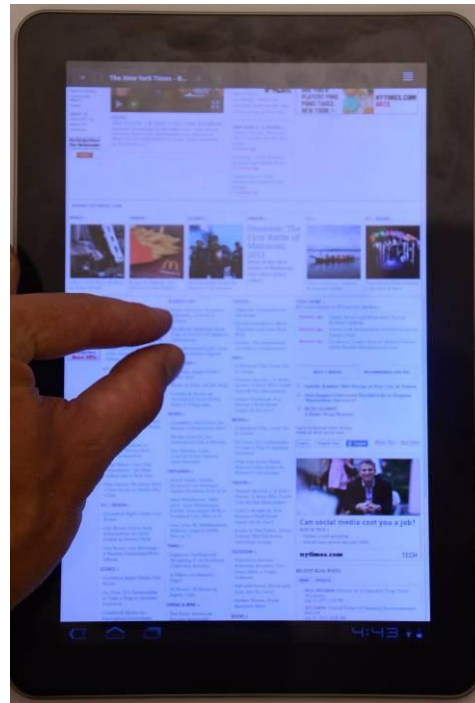
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Claim 7

The method as in claim 1, wherein the device is one of: a data processing device, a portable device, a portable data processing device, a multi touch device, a multi touch portable device, a wireless device, and a cell phone.

The Samsung device is a multi touch portable device.



(Screenshot of the Samsung Galaxy Tab 10.1 receiving multiple input points.)

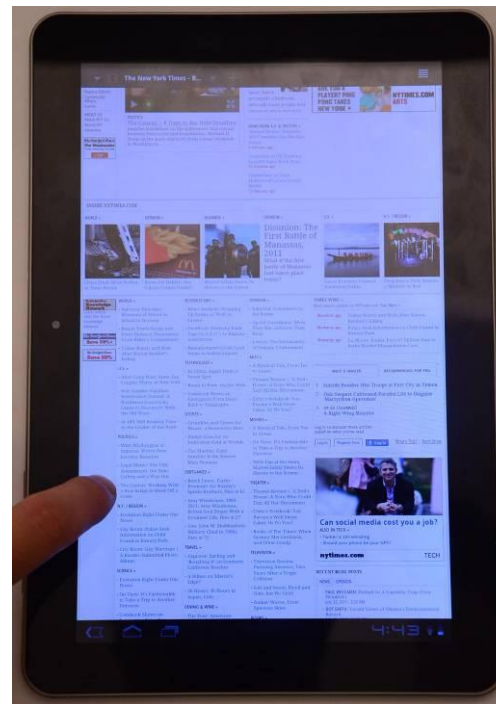
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Claim 8	
<p>A machine readable storage medium storing executable program instructions which when executed cause a data processing system to perform a method comprising:</p>	<p>The Samsung device includes a computer readable storage medium storing executable program instructions. The executable program instructions, when executed, cause the Samsung device to perform a method.</p> <div data-bbox="1075 415 1591 1110" data-label="Image"></div>

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receiving a user input, the user input is one or more input points applied to a touch-sensitive display that is integrated with the data processing system;

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The instructions, when executed, cause the Samsung device to receive a user input. The user input includes one or more input points (one or more fingers) applied to the touch-sensitive display that is integrated with the Samsung device.



(Screenshot of the Samsung Galaxy Tab 10.1 receiving user input.)

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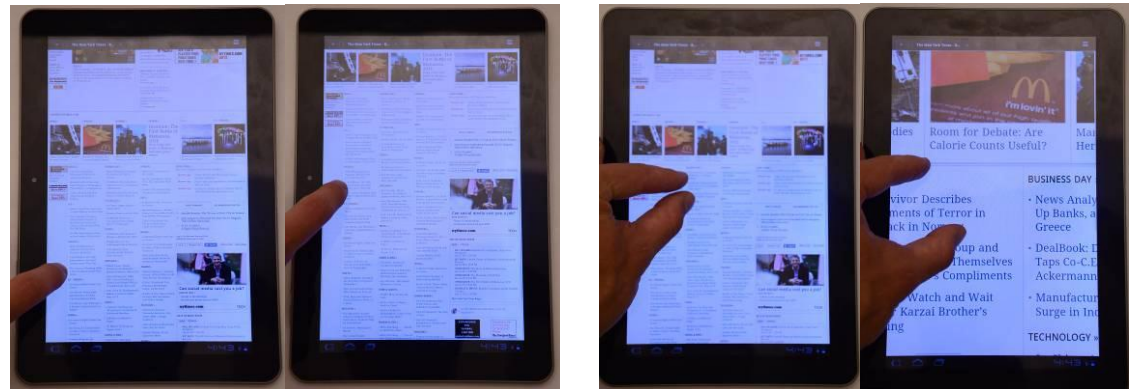
creating an event object in response to the user input;

determining whether the event object invokes a scroll or gesture operation by distinguishing between a single input point applied to the touch-sensitive display that is interpreted as the scroll operation and two or more input points applied to the touch-sensitive display that are interpreted as the gesture operation;

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The instructions, when executed, cause the Samsung device, via the Android platform on which the device operates, to create an event object in response to the user input. The instructions, when executed, also cause the Samsung device to determine whether the event object invokes a scroll or gesture operation by distinguishing between a single input point (single finger) applied to the touch-sensitive display that is interpreted as the scroll operation and two or more input points (two or more fingers) applied to the touch-sensitive display that are interpreted as the gesture operation.

As an example, under the Android platform, a MotionEvent object is created in response to a touch on the touchscreen. (Android Developers Site at Class MotionEvent) (Available at <http://developer.android.com/reference/android/view/MotionEvent.html>.)



(Screenshots of the Samsung Galaxy Tab 10.1 scrolling in response to a single input point applied to the touch-sensitive display and scaling in response to two or more input points applied to the touch-sensitive display.)

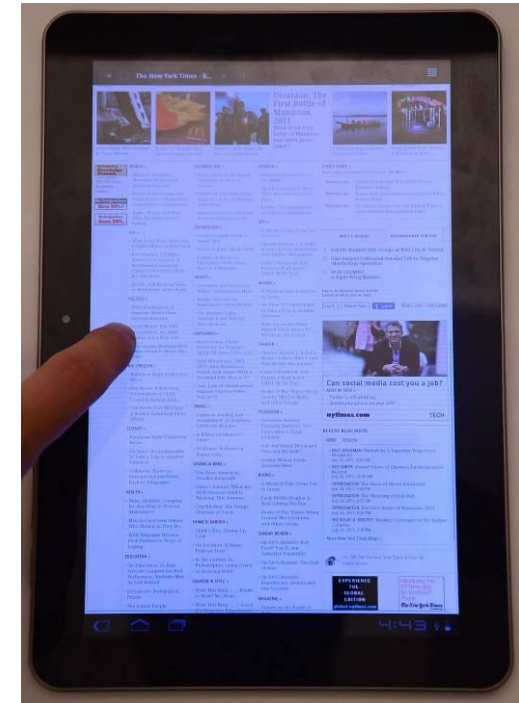
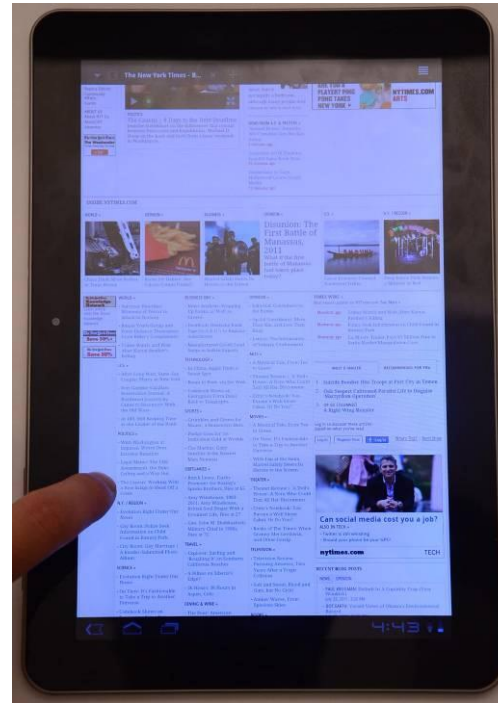
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issuing at least one scroll or gesture call based on invoking the scroll or gesture operation;

responding to at least one scroll call, if issued, by scrolling a window having a view associated with the event object; and

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The instructions, when executed, cause the Samsung device to issue at least one scroll or gesture call based on invoking the scroll or gesture operation. The instructions, when executed, also cause the Samsung device to respond to at least one scroll call, if issued, by scrolling a window having a view associated with the event object.



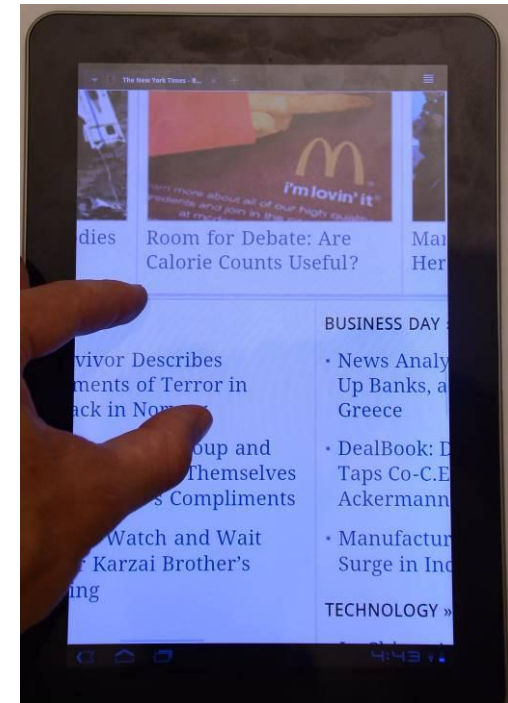
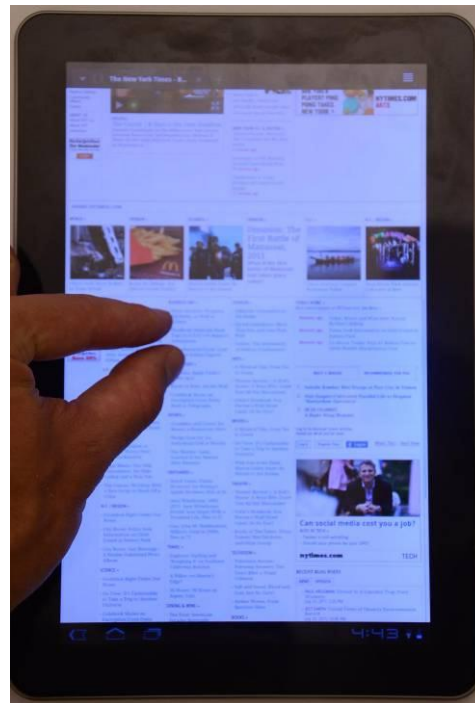
(Screenshot of the Samsung Galaxy Tab 10.1 scrolling an image.)

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responding to at least one gesture call, if issued, by scaling the view associated with the event object based on receiving the two or more input points in the form of the user input.

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The instructions, when executed, cause the Samsung device to at least one gesture call, if issued, by scaling the view associated with the event object based on receiving the two or more input points (two or more fingers) in the form of the user input.



(Screenshot of the Samsung Galaxy Tab 10.1 scaling an image.)

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Claim 9

The medium as in claim 8, further comprising:

rubberbanding a scrolling region displayed within the window by a predetermined maximum displacement when the scrolled region exceeds a window edge based on the scroll.

The instructions, when executed, cause the Samsung device to rubberband a scrolling region displayed within the window by a predetermined maximum displacement when the scrolled region exceeds a window edge based on the scroll.



(Screenshots of the Samsung Galaxy Tab 10.1 rubberbanding an image.)

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<p>Claim 10</p>	
<p>The medium as in claim 8, further comprising:</p> <p>attaching scroll indicators to a content edge of the view.</p>	<p>The instructions, when executed, cause the Samsung device to attach scroll indicators to a content edge of the view.</p> <div data-bbox="1045 375 1545 1073" data-label="Image"> <p>The image shows a Samsung Galaxy Tab 10.1 tablet displaying a news article from The New York Times. A finger is pointing at the left edge of the screen. Two red arrows point to the right edge of the screen: the top arrow is labeled 'Content edge of the view' and the bottom arrow is labeled 'Scroll indicator'. The article content includes a headline 'Toussaint: The first battle of Mississippi', a sub-headline 'Can social media cost you a job?', and various news snippets.</p> </div> <p>(Screenshot of the Samsung Galaxy Tab 10.1 attaching a scroll indicator to a content edge of the view.)</p>

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<p>Claim 11</p>	
<p>The medium as in claim 8, further comprising:</p> <p>attaching scroll indicators to a window edge of the view.</p>	<p>The instructions, when executed, cause the Samsung device to attach scroll indicators to a window edge of the view.</p> <div data-bbox="1045 375 1545 1073" data-label="Image"> <p>The image shows a Samsung Galaxy Tab 10.1 tablet displaying a news article from The New York Times. A finger is pointing at the right edge of the article's content area. Two red arrows point to the right edge of the article window: the top arrow is labeled 'Window edge of the view' and the bottom arrow is labeled 'Scroll indicator'. The article text is partially visible, including the headline 'Can social media cost you a job?' and the byline 'By Matt Richtel'. The time 4:43 is visible at the bottom of the screen.</p> </div> <p>(Screenshot of the Samsung Galaxy Tab 10.1 attaching a scroll indicator to a window edge of the view.)</p>

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Claim 12	
<p>The medium as in claim 8, wherein determining whether the event object invokes a scroll or gesture operation is based on receiving a drag user input for a certain time period.</p>	<p>The instructions, when executed, cause the Samsung device to determine whether the event object invokes a scroll or gesture operation based on receiving a drag user input for a certain time period.</p>
Claim 13	
<p>The medium as in claim 8, further comprising:</p> <p>responding to at least one gesture call, if issued, by rotating a view associated with the event object based on receiving a plurality of input points in the form of the user input.</p>	<p>The Samsung device responds to at least one gesture call, if issued, by rotating a view associated with the event object based on receiving a plurality of input points (plurality of fingers) in the form of the user input.</p> <div data-bbox="774 638 1892 1000" data-label="Image"> </div> <p>(Screenshot of the Samsung Galaxy Tab 10.1 rotating an image.)</p>

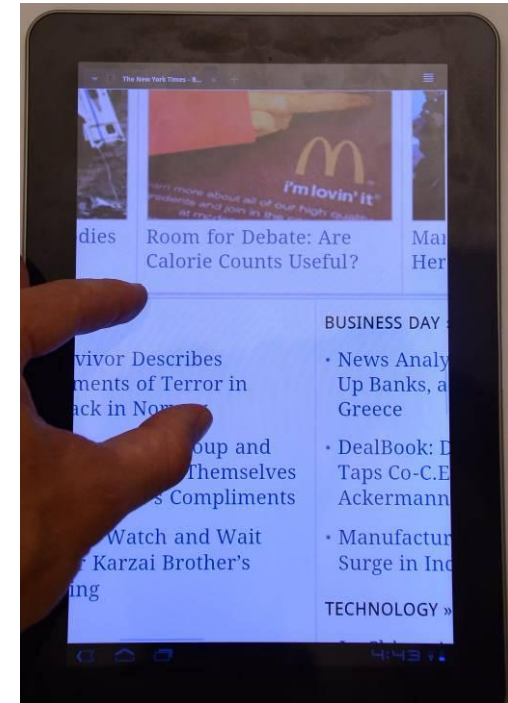
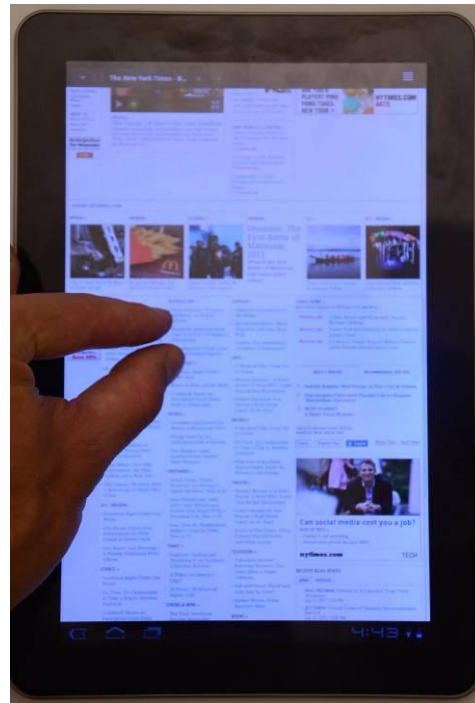
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Claim 14

The medium as in claim 8, wherein the data processing system is one of: a data processing device, a portable device, a portable data processing device, a multi touch device, a multi touch portable device, a wireless device, and a cell phone.

The Samsung device is a multi touch portable device.



(Screenshot of the Samsung Galaxy Tab 10.1 receiving multiple input points.)

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<p>Claim 15</p>	
<p>An apparatus, comprising:</p> <p>means for receiving, through a hardware device, a user input on a touch-sensitive display of the apparatus, the user input is one or more input points applied to the touch-sensitive display that is integrated with the apparatus;</p>	<p>The Samsung device includes a processor executing computer instructions for receiving, through a hardware device, a user input on a touch-sensitive display of the apparatus, the user input is one or more input points (one or more fingers) applied to the touch-sensitive display that is integrated with the Samsung device.</p> <div data-bbox="1062 451 1562 1149" data-label="Image"> </div> <p>(Screenshot of the Samsung Galaxy Tab 10.1 receiving user input.)</p>

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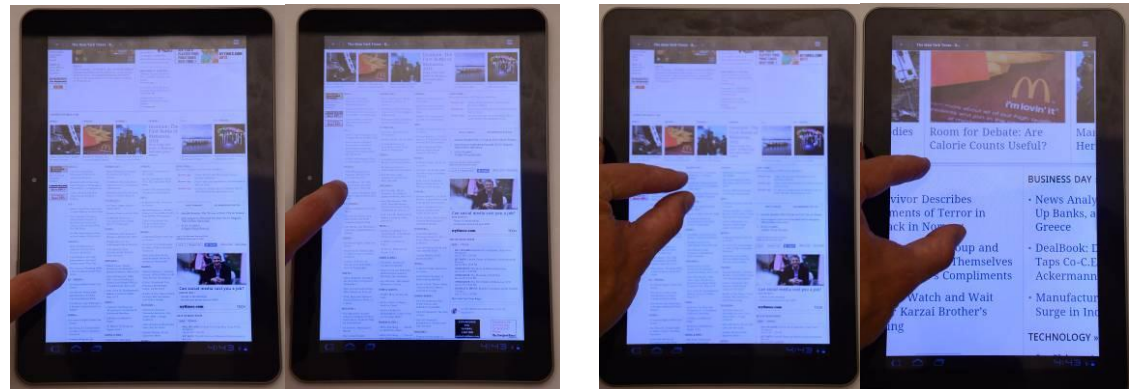
means for creating an event object in response to the user input;

means for determining whether the event object invokes a scroll or gesture operation by distinguishing between a single input point applied to the touch-sensitive display that is interpreted as the scroll operation and two or more input points applied to the touch-sensitive display that are interpreted as the gesture operation;

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The Samsung device, via the Android platform on which the device operates, includes a processor executing computer instructions for creating an event object in response to the user input and determining whether the event object invokes a scroll or gesture operation by distinguishing between a single input point (single finger) applied to the touch-sensitive display that is interpreted as the scroll operation and two or more input points (two or more fingers) applied to the touch-sensitive display that are interpreted as the gesture operation.

As an example, under the Android platform, a MotionEvent object is created in response to a touch on the touchscreen. (Android Developers Site at Class MotionEvent) (Available at <http://developer.android.com/reference/android/view/MotionEvent.html>.)



(Screenshots of the Samsung Galaxy Tab 10.1 scrolling in response to a single input point applied to the touch-sensitive display and scaling in response to two or more input points applied to the touch-sensitive display.)

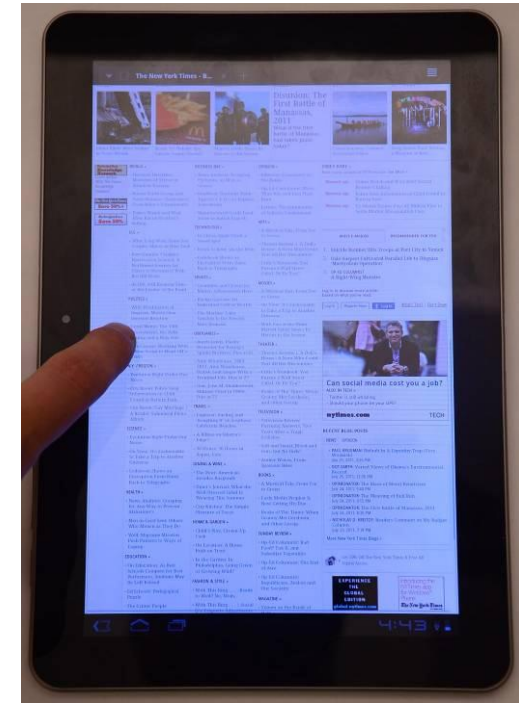
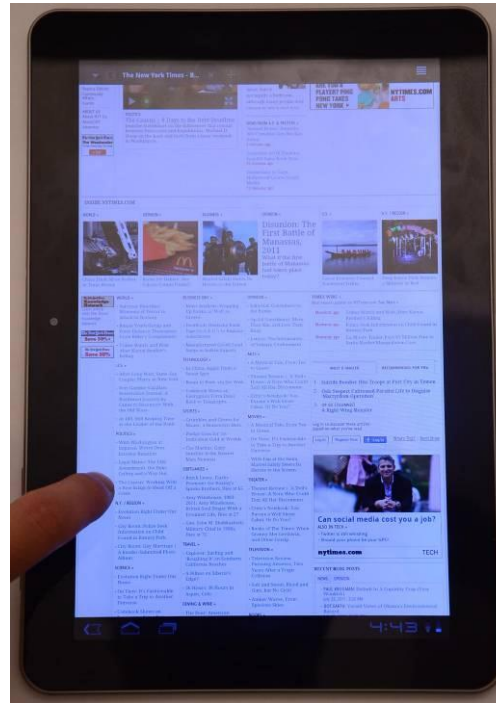
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means for issuing at least one scroll or gesture call based on invoking the scroll or gesture operation;

means for responding to at least one scroll call, if issued, by scrolling a window having a view associated with the event object; and

Samsung Galaxy Tab 10.1

The Samsung device includes a processor executing computer instructions for issuing at least one scroll or gesture call based on invoking the scroll or gesture operation. The processor also executing computer instructions for responding to at least one scroll call, if issued, by scrolling a window having a view associated with the event object.



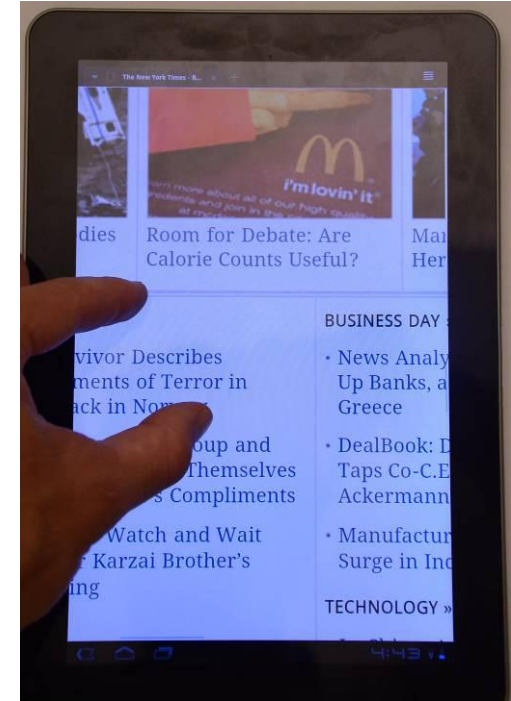
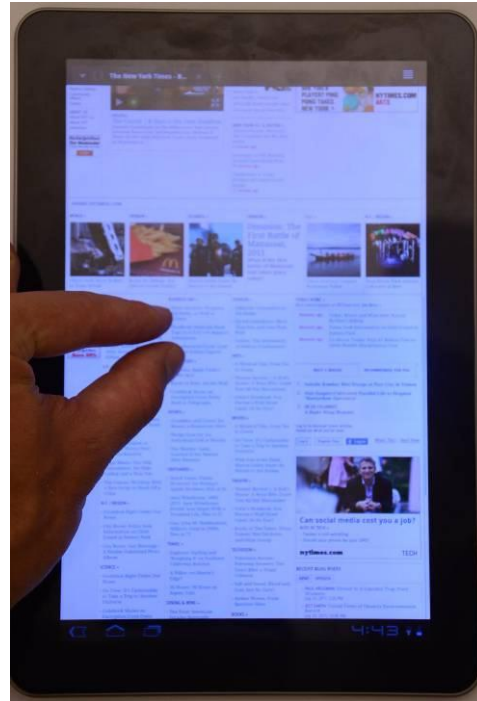
(Screenshot of the Samsung Galaxy Tab 10.1 scrolling an image.)

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means for responding to at least one gesture call, if issued, by scaling the view associated with the event object based on receiving the two or more input points in the form of the user input.

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The Samsung device includes a processor executing computer instructions for responding to at least one gesture call, if issued, by scaling the view associated with the event object based on receiving the two or more input points (two or more fingers) in the form of the user input.



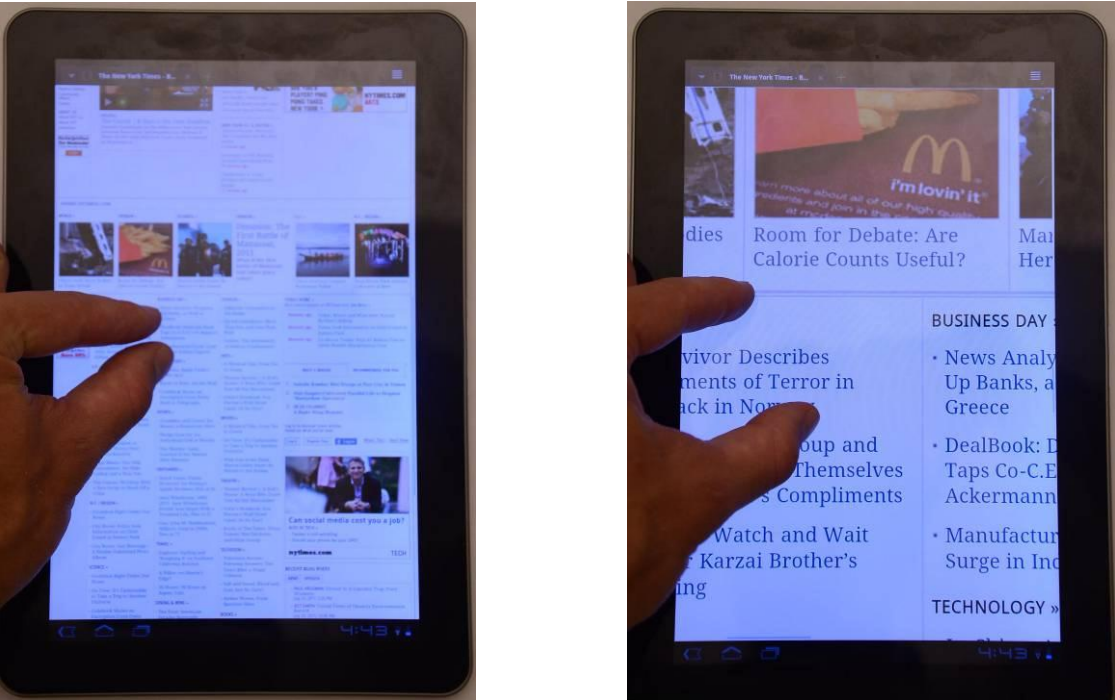
(Screenshot of the Samsung Galaxy Tab 10.1 scaling an image.)

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<p>Claim 16</p>	
<p>The apparatus as in claim 15, further comprising:</p> <p>means for rubberbanding a scrolling region displayed within the window by a predetermined maximum displacement when the scrolling region exceeds a window edge based on the scroll.</p>	<p>The Samsung device includes a processor executing computer instructions for rubberbanding a scrolling region displayed within the window by a predetermined maximum displacement when the scrolling region exceeds a window edge based on the scroll.</p> <div data-bbox="879 485 1787 1097" data-label="Image"> <p>The image consists of four sequential screenshots of a Samsung Galaxy Tab 10.1 tablet displaying a news article from The New York Times. The article title is 'Stocks Dive as Downgrade Adds to Fears'. The screenshots show the user scrolling down the page. In the first screenshot, the article content is fully visible. In the second and third screenshots, the content scrolls down, but a portion of the article text is held back by a 'rubberband' effect, preventing it from moving further down the screen. In the fourth screenshot, the user scrolls back up, and the content returns to its original position.</p> </div> <p>(Screenshots of the Samsung Galaxy Tab 10.1 rubberbanding an image.)</p>

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<p>Claim 17</p>	
<p>The apparatus as in claim 15, further comprising:</p> <p>means for attaching scroll indicators to a content edge of the window.</p>	<p>The Samsung device includes a processor executing computer instructions for attaching scroll indicators to a content edge of the window.</p> <div data-bbox="1045 375 1906 1073" data-label="Image"> </div> <p>(Screenshot of the Samsung Galaxy Tab 10.1 attaching a scroll indicator to a content edge of the window.)</p>

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Claim 18	
<p>The apparatus as in claim 15, further comprising:</p> <p>means for attaching scroll indicators to the window edge.</p>	<p>The Samsung device includes a processor executing computer instructions for attaching scroll indicators to the window edge.</p> <div data-bbox="1045 375 1902 1073" data-label="Image"> <p>The image shows a Samsung Galaxy Tab 10.1 tablet displaying a news website. A finger is touching the left edge of the screen. Two red arrows point to the left edge of the screen: the upper one is labeled 'Window edge' and the lower one is labeled 'Scroll indicator'. The screen content includes various news articles and a 'Can social media cost you a job?' headline.</p> </div> <p>(Screenshot of the Samsung Galaxy Tab 10.1 attaching a scroll indicator to the window edge.)</p>
Claim 19	
<p>The apparatus as in claim 15, wherein determining whether the event object invokes a scroll or gesture operation is based on receiving a drag user input for a certain time period.</p>	<p>The Samsung device includes a processor executing computer instructions for determining whether the event object invokes a scroll or gesture operation based on receiving a drag user input for a certain time period.</p>

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<p>Claim 20</p> <p>The apparatus as in claim 15, further comprising:</p> <p>means for responding to at least one gesture call, if issued, by rotating a view associated with the event object based on receiving a plurality of input points in the form of the user input.</p>	<p>The Samsung device responds to at least one gesture call, if issued, by rotating a view associated with the event object based on receiving a plurality of input points (plurality of fingers) in the form of the user input.</p> <div data-bbox="774 415 1892 777" data-label="Image"> </div> <p>(Screenshot of the Samsung Galaxy Tab 10.1 rotating an image.)</p>

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Claim 21	
<p>The apparatus as in claim 15, wherein the apparatus is one of: a data processing device, a portable device, a portable data processing device, a multi touch device, a multi touch portable device, a wireless device, and a cell phone.</p>	<p>The Samsung device is a multi touch portable device.</p>  <p>(Screenshot of the Samsung Galaxy Tab 10.1 receiving multiple input points.)</p>