

EXHIBIT 5

Exhibit B – U.S. Patent No. 6,493,002

Motorola directly and/or indirectly infringes at least claims 1, 21, and 46 of the '002 patent, either literally or through the doctrine of equivalents. Motorola's infringing products include mobile devices such as smartphones and tablet computers, including but not limited to the: Atrix, Bravo, Cliq, Cliq XT, Cliq 2, Charm, Defy, Devour, BackFlip, Droid, Droid 2, Droid 2 Global, Droid X, Droid Pro, Flipout, Flipside, i1, and Xoom (collectively, "the '002 Accused Products").¹

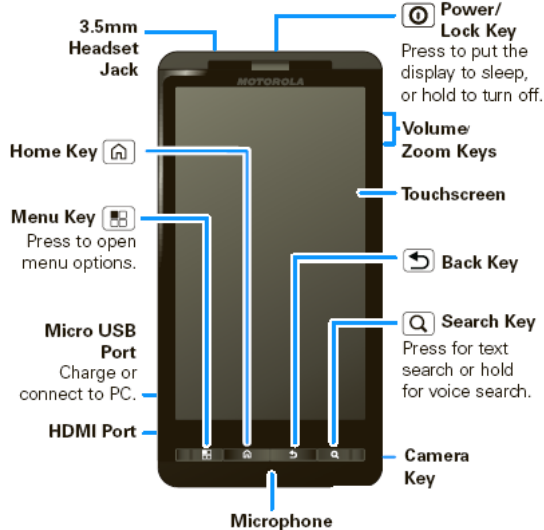
For the purposes of this analysis, Apple will examine a representative mobile device, Motorola's Droid X, which operates with the Android 2.1 Platform. All other Accused Products meet the limitations of the asserted claims on the same bases as indicated for the Droid X unless otherwise stated.

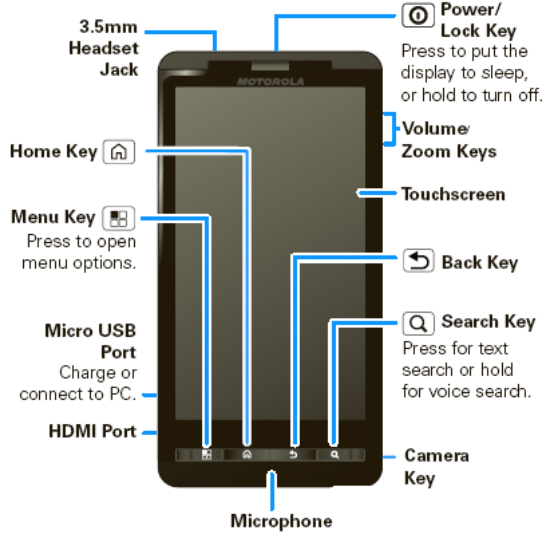
In addition to Motorola's direct infringement of the claims of the '002 patent through its development, testing, manufacture and use of its devices, Motorola also indirectly infringes claim 21 of the '002 patent. Manufacturers, retailers, distributors, end-users and others in the distribution channel of the '002 Accused Products directly infringe these claims by using, selling, offering for sale, and/or importing these devices into the United States. Motorola contributes to and induces the infringement of asserted claim 21 through its promotion and provision of intentional marketing, sale and/or technical support of the '002 Accused Products and associated specialized components in the United States, and through the intentional design, marketing, manufacture, sale, and/or technical support of the '002 Accused Products abroad to induce direct infringement in the United States. Motorola supplies '002 Accused Products and actively encourages the use, sale, offer for sale, and importation of the same in the United States through the promotion and provision of marketing literature and user guides, which induces and results in direct infringement. See, e.g., Motorola Droid X User Guide (WI-Apple0034078-34145). Upon information and belief, Motorola has known or should have known that these actions would cause direct infringement of the '002 patent and did so with specific intent to encourage direct infringement. Additionally, the '002 Accused Products have no substantial non-infringing uses.

These infringement contentions are preliminary and based only on publicly available information as to the '002 Accused Products. Motorola has not yet provided discovery as to its Accused Products and in addition Apple's investigation of Motorola's infringement is ongoing. Based on discovery and Apples continued investigations Apple reserves the right to amend these contentions to identify additional bases for infringement and additional '002 Accused Products., including products that Motorola may introduce in the future. Accordingly, Apple reserves its right to amend these contentions as discovery and its investigation proceeds.

¹ Motorola has announced additional smartphones including XRT and Titanium which may also infringe the '002 Patent. Apple reserves the right to supplement this analysis and this list of accused products as discovery into these newly announced products progresses.

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<p>1. An interactive computer-controlled display system comprising: a processor;</p>	<p>The '002 Accused Products comprise interactive computer-controlled display systems, each of which include a processor.</p> <ul style="list-style-type: none"> As one example, the Droid X includes an interactive computer-controlled display system including a processor. <div data-bbox="1066 646 1606 1177" data-label="Diagram"> </div> <p>Exh. B-1 [Droid X User's Guide] at 2.</p>
<p>a data display screen coupled to the processor;</p>	<p>The '002 Accused Products include a data display screen coupled to the processor.</p> <ul style="list-style-type: none"> As one example, the Droid X includes a touchscreen display coupled to the processor for displaying data.

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	 <p>Exh. B-1 [Droid X User's Guide] at 2.</p>
<p>a cursor control device coupled to said processor for positioning a cursor on said data display screen;</p>	<p>The '002 Accused Products include a cursor control device coupled to said processor for positioning a cursor on said data display screen.</p> <ul style="list-style-type: none"> As one example, the Droid X includes a touchscreen circuitry that detects the location where a user is touching the display screen in order to indicate to the processor where to place a cursor on the display screen.

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	 <p>Exh. B-1 [Droid X User's Guide] at 2.</p>
<p>a window generation and control logic coupled to the processor and data display screen to create an operating environment for a plurality of individual programming modules associated with different application programs that provide status and/or control functions,</p>	<p>The '002 Accused Products include window generation and control logic coupled to the processor and data display screen to create an operating environment for a plurality of individual programming modules associated with different application programs that provide status and/or control functions.</p> <ul style="list-style-type: none"> As one example, the Android operating system software as implemented on the Droid X allows for the operation of a plurality of individual programming modules associated with different application programs that provide status and/or control functions. These different application programs can include a phone application, a map application, and a messaging application. Exh. B-1 [Droid X User's Guide] at 10; 31; 39.



Exh. B-1 [Droid X User's Guide] at 7.

- One example of an application program that provides control information is the phone application, which instructs the Droid X to perform phone functions including making and answering calls. **Exh. B-1** [Droid X User's Guide] at 10-11.

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Exh. B-1 [Droid X User's Guide] at 10.

- One example of an application that provides status functions is the voicemail application, which indicates, for example, that a new voicemail has been received.

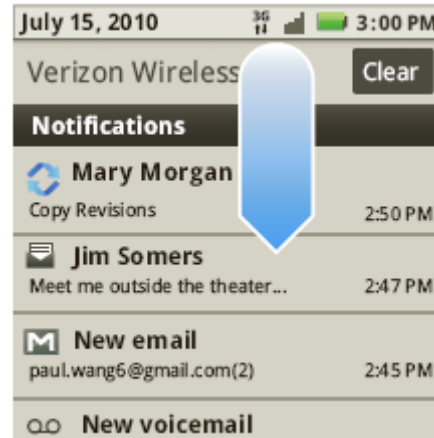
wherein the window generation and control logic generates and displays a first window region having a plurality of display areas on said data display screen,

For the '002 Accused Products, the window generation and control logic generates and displays a first window region having a plurality of display areas on said data display screen.

- As one example, the Android operating system software as implemented on the Droid X generates a phone status and notifications window ("Notification Window") having a plurality of display areas.

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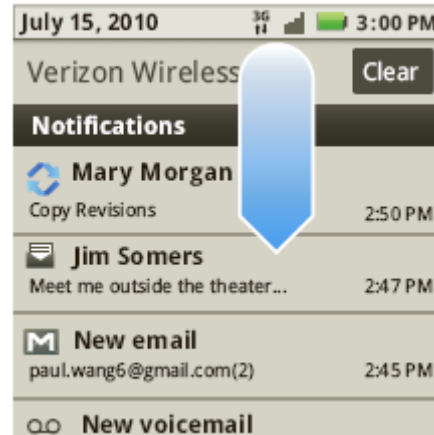


Exh. B-1 [Droid X User's Guide] at 9.

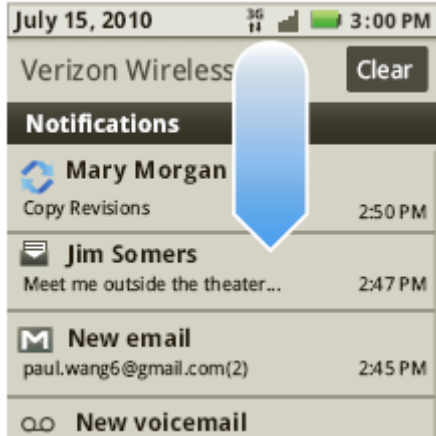
- In the above reproduced image of the Notification Window for the Droid X, the display areas on the Notifications Window of the Droid X each include a display area indicating the reception of a "new email" and a display area indication the reception of a "new voicemail."

wherein the first window region is independently displayed and independently active of any application program, and

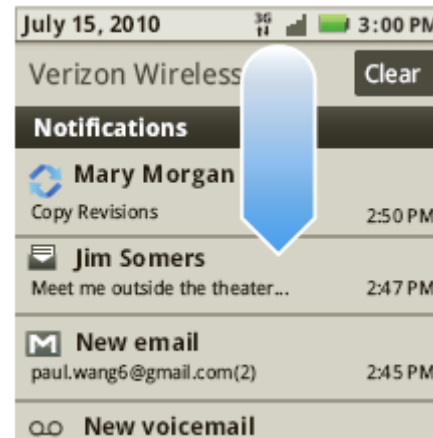
For the '002 Accused Products, the first window region is independently displayed and independently active of any application program.



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	<p>Exh. B-1 [Droid X User’s Guide] at 9.</p> <ul style="list-style-type: none"> • In the above reproduced image of the Notification Window for the Droid X, the Notification Window is displayed and active independent of whatever application program was displayed when the Notification Window was dragged open by the user. <i>Id.</i> • The Notification Window is independent of the application programs. It receives messages passed from applications requesting the display of a notification in the form of “Intent” messages. Exh. B-2 [Creating Status Bar Notifications (http://developer.android.com/guide/topics/ui/notifiers/notifications.html)].
<p>wherein each of the plurality of display areas is associated with one of the plurality of individual programming modules,</p>	<p>For the '002 Accused Products, each of the plurality of display areas is associated with one of the plurality of individual programming modules.</p> <ul style="list-style-type: none"> • As one example, the display areas within the Notification Window generated by the Android operating system software as implemented on the Droid X are each associated with an individual programming module. <div data-bbox="1121 878 1556 1312" data-label="Image"> </div> <p>Exh. B-1 [Droid X User’s Guide] at 9.</p> <ul style="list-style-type: none"> • In the above reproduced image of the Notification Window for the Droid X, the display areas are each associated with one of the programming module. <i>Id.</i> For

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	<p>example, the display area for the “new email” notification is associated with an email programming module and the “new voicemail” notification is associated with a voicemail module. <i>Id.</i></p>
<p>the first window region and the plurality of independent display areas implemented in a window layer that appears on top of application programming windows that may be generated; and</p>	<p>For the '002 Accused Products, the first window region and the plurality of independent display areas implemented in a window layer that appears on top of application programming windows that may be generated.</p>  <p>Exh. B-1 [Droid X User’s Guide] at 9.</p> <ul style="list-style-type: none"> • In the above reproduced image of the Notification Window for the Droid X, the Notification Window shown being pulled down by a user over whichever application was previously active. <i>Id.</i> The Notification Window, including its display areas, is implemented on a window layer on top of whichever application program was displayed when the Notification Window is opened by the user. <i>Id.</i>
<p>an indicia generation logic coupled to the data display screen to execute at least one of the plurality of individual programming modules to generate information for display in one of the plurality of display</p>	<p>The '002 Accused Products include indicia generation logic coupled to the data display screen to execute at least one of the plurality of individual programming modules to generate information for display in one of the plurality of display areas in the first window region.</p>

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<p>areas in the first window region,</p>	<div data-bbox="1108 277 1541 711" data-label="Image"> <p>The image is a screenshot of an Android notification window. At the top, it shows the date 'July 15, 2010', signal strength, 3G network, and the time '3:00 PM'. Below this is the carrier name 'Verizon Wireless' and a 'Clear' button. The main section is titled 'Notifications' and contains four items: 'Mary Morgan' with a blue circular icon and 'Copy Revisions' at '2:50 PM'; 'Jim Somers' with an envelope icon and 'Meet me outside the theater...' at '2:47 PM'; 'New email' with an envelope icon, 'paul.wang6@gmail.com(2)' at '2:45 PM'; and 'New voicemail' with a speaker icon.</p> </div> <p>Exh. B-1 [Droid X User’s Guide] at 9.</p> <ul style="list-style-type: none"> • In the above reproduced image of the Notification Window for the Droid X, the Android operating system software generates indicia, which are displayed in each of the display areas by executing a programming module corresponding to the indicia. For example, the “new email” display area includes indicia resulting from executing an email module. The indicia for the “new email” display area include a textual indication of the new email as well as an icon. A second example is shown in the “new voicemail” display area, which includes indicia resulting from executing a voicemail module. <i>Id.</i> The indicia for the “new voicemail” display area include a textual indication of the new voicemail as well as an icon.
<p>wherein at least one of the plurality of display areas and its associated programming module is sensitive to user input, and</p>	<p>For the '002 Accused Products at least one of the plurality of display areas and its associated programming module is sensitive to user input.</p>



Exh. B-1 [Droid X User's Guide] at 9.

- In the above reproduced image of the Notification Window for the Droid X, one of the indicia can be selected based on a touch-based indication from a user.

Creating Status Bar Notifications

A status bar notification adds an icon to the system's status bar (with an optional ticker-text message) and an expanded message in the "Notifications" window. When the user selects the expanded message, Android fires an `Intent` that is defined by the notification (usually to launch an `Activity`). You can also configure the notification to alert the user with a sound, a vibration, and flashing lights on the device.

- **Exh. B-2** [Creating Status Bar Notifications (<http://developer.android.com/guide/topics/ui/notifiers/notifications.html>)]. The selection results in a message called an "intent" that is sent to the programming module responsible for generating a display of that indicia. For example, if a user touches the "new email" indicia, an intent will be sent to an email programming module and if a user touches the "new voicemail" indicia, an intent will be sent to a voicemail programming module. **Exh. B-1** [Droid X User's

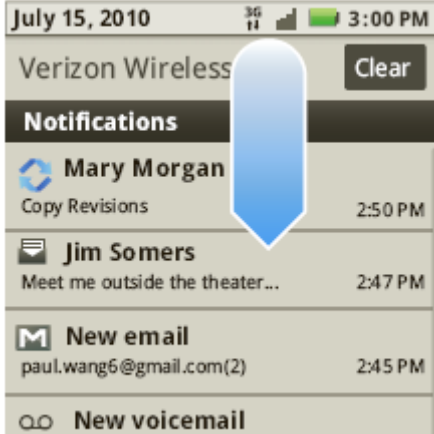
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	Guide] at 9; Exh. B-2 [Creating Status Bar Notifications (http://developer.android.com/guide/topics/ui/notifiers/notifications.html)].
<p>further wherein the window generation and control logic and the indicia generation logic use message-based communication to exchange information to coordinate activities of the indicia generation logic to enable interactive display activity.</p>	<p>For the '002 Accused Products the window generation and control logic and the indicia generation logic use message-based communication to exchange information to coordinate activities of the indicia generation logic to enable interactive display activity.</p> <div data-bbox="852 493 1810 790" style="border: 1px solid black; padding: 10px; margin: 10px 0;"> <p style="text-align: center;">Creating Status Bar Notifications</p> <p>A status bar notification adds an icon to the system's status bar (with an optional ticker-text message) and an expanded message in the "Notifications" window. When the user selects the expanded message, Android fires an <u>Intent</u> that is defined by the notification (usually to launch an <u>Activity</u>). You can also configure the notification to alert the user with a sound, a vibration, and flashing lights on the device.</p> </div> <ul style="list-style-type: none"> • Exh. B-2 [Creating Status Bar Notifications (http://developer.android.com/guide/topics/ui/notifiers/notifications.html)]. The window generation and control logic and indicia generation logic of the Android operating system software use messages called “intents” to exchange information to provide interactive display activity. For example, if a user touches the “new email” indicia, an intent will be sent to an email programming module and if a user touches the “new voicemail” indicia, an intent will be sent to a voicemail programming module. Exh. B-1 [Droid X User’s Guide] at 9; Exh. B-2 [Creating Status Bar Notifications (http://developer.android.com/guide/topics/ui/notifiers/notifications.html)].
<p>21. A method for generating control information comprising:</p>	<p>The '002 Accused Products perform methods for generating control information.</p> <ul style="list-style-type: none"> • As one example, the Droid X includes the Android 2.1 operating system software. The Android operating system software included on the Droid X generates control information for controlling the operation of the Droid X.
<p>creating an operating environment for a plurality of individual programming</p>	<p>The '002 Accused Products create an operating environment for a plurality of individual programming modules associated with different application programs that provide status</p>

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<p>modules associated with different application programs that provide status and/or control functions;</p>	<p>and/or control functions.</p> <ul style="list-style-type: none"> As one example, the Android operating system software as implemented on the Droid X allows for the operation of a plurality of individual programming modules associated with different application programs that provide status and/or control functions. These different application programs can include a phone application, a map application, and a messaging application. Exh. B-1 [Droid X User's Guide] at 10; 31; 39. <div data-bbox="1050 552 1617 1096" data-label="Image"> <p>The image shows a screenshot of the Droid X home screen with several annotations. At the top, a blue box labeled 'Status Indicators' points to the status bar showing signal strength, battery, and time (11:35). Below that, a blue box labeled 'Notifications' points to a notification bar with a play button icon and the text 'See all your apps Touch the Laundry icon. 1 of 4'. A large blue arrow labeled 'Flick left or right to open more panels of widgets.' points to the central area of the screen. At the bottom, a blue box labeled 'Shortcuts' points to icons for 'Text Mess', 'Browser', 'Market', and 'Voicemail'. Another blue box labeled 'Open the App tray. Press Back (⏪) to close.' points to the back button icon at the bottom center.</p> </div> <p>Exh. B-1 [Droid X User's Guide] at 7.</p> <ul style="list-style-type: none"> One example of an application program that provides control information is the phone application, which instructs the Droid X to perform phone functions including making and answering calls. Exh. B-1 [Droid X User's Guide] at 10-11.

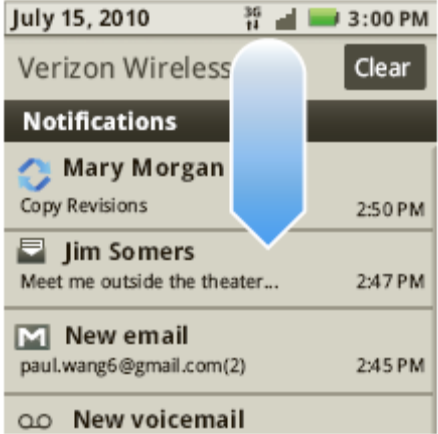


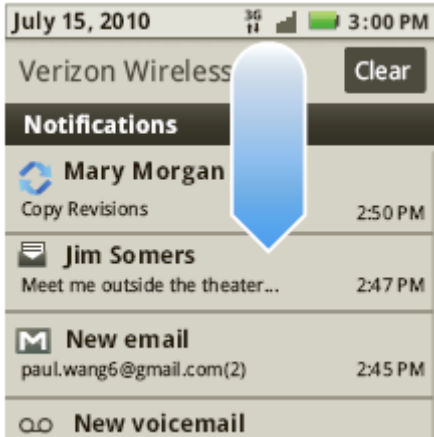
Exh. B-1 [Droid X User's Guide] at 10.

- One example of an application that provides status functions is the voicemail application, which indicates, for example, that a new voicemail has been received.

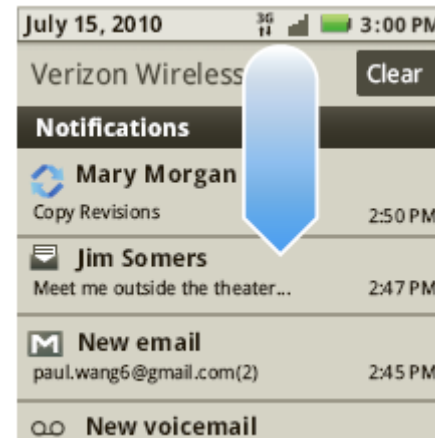
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	 <p>Exh. B-1 [Droid X User’s Guide] at 9.</p> <ul style="list-style-type: none"> • A second example of an application that provides status functions is the email application, which indicates, for example, that a new email has been received. Exh. B-1 [Droid X User’s Guide] at 9.
<p>generating a first window sized to accommodate a plurality of display areas for indicia resulting from executing at least one of the plurality of individual programming modules,</p>	<p>The Accused '002 Products generate a first window sized to accommodate a plurality of display areas for indicia resulting from executing at least one of the plurality of individual programming modules,</p> <ul style="list-style-type: none"> • As one example, the Android operating system software as implemented on the Droid X generates a phone status and notifications window (“Notification Window”) that is sized to accommodate a plurality of display areas.

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	<div data-bbox="1108 277 1541 711" data-label="Image"> </div> <p data-bbox="856 727 1348 760">Exh. B-1 [Droid X User’s Guide] at 9.</p> <ul data-bbox="810 786 1902 1235" style="list-style-type: none"> • In the above reproduced image of the Notification Window for the Droid X, the display areas on the Notifications Window of the Droid X each include an indicia that results from executing a programming module. <i>Id.</i> For example, the “new email” display area includes indicia resulting from executing an email module. The indicia for the “new email” display area include a textual indication of the new email as well as an icon. A second example is shown in the “new voicemail” display area, which includes indicia resulting from executing a voicemail module. <i>Id.</i> The indicia for the “new voicemail” display area include a textual indication of the new voicemail as well as an icon. • The sizing of the “Notification Window” changes as the window is dragged down by the user. The arrow in the above reproduced image represents the window being dragged down by the user, where multiple notifications can be provided.
<p>wherein each of the plurality of display areas is associated with one of the plurality of individual programming modules, and</p>	<p>For the '002 Accused Products, each of the plurality of display areas is associated with one of the plurality of individual programming modules.</p> <ul data-bbox="810 1349 1877 1455" style="list-style-type: none"> • As one example, the display areas within the Notification Window generated by the Android operating system software as implemented on the Droid X are each associated with an individual programming module.

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	 <p>Exh. B-1 [Droid X User's Guide] at 9.</p> <ul style="list-style-type: none"> In the above reproduced image of the Notification Window for the Droid X, the display areas are each associated with one of the programming module. <i>Id.</i> For example, the display area for the “new email” notification is associated with an email programming module and the “new voicemail” notification is associated with a voicemail module. <i>Id.</i>
<p>wherein the first window is independently displayed and independently active of any application program, the first window region and the plurality of independent display areas implemented in a window layer that appears on top of application programming windows that may be generated;</p>	<p>For the '002 Accused Products, the first window is independently displayed and independently active of any application program, the first window region and the plurality of independent display areas implemented in a window layer that appears on top of application programming windows that may be generated.</p>

U.S. Patent No. 6,493,002	Infringement Contentions
	 <p>Exh. B-1 [Droid X User's Guide] at 9.</p> <ul style="list-style-type: none"> • In the above reproduced image of the Notification Window for the Droid X, the Notification Window is displayed and active independent of whatever application program was displayed when the Notification Window was dragged open by the user. <i>Id.</i> The Notification Window, including its display areas, is implemented on a window layer on top of whichever application program was displayed when the Notification Window is opened by the user. <i>Id.</i> • The Notification Window is independent of the application programs. It receives messages passed from applications requesting the display of a notification in the form of "Intent" messages. Exh. B-2 [Creating Status Bar Notifications (http://developer.android.com/guide/topics/ui/notifiers/notifications.html)].
displaying the indicia in each of said plurality of display areas by executing one of a plurality of individual programming modules corresponding to each indicia;	The '002 Accused Products display the indicia in each of said plurality of display areas by executing one of a plurality of individual programming modules corresponding to each indicia.

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	<div data-bbox="1108 277 1541 711" data-label="Image"> </div> <p data-bbox="856 743 1346 776">Exh. B-1 [Droid X User's Guide] at 9.</p> <ul data-bbox="810 802 1894 1122" style="list-style-type: none"> • In the above reproduced image of the Notification Window for the Droid X, indicia are displayed in each of the display areas by executing a programming module corresponding to the indicia. For example, the “new email” display area includes indicia resulting from executing an email module. The indicia for the “new email” display area include a textual indication of the new email as well as an icon. A second example is shown in the “new voicemail” display area, which includes indicia resulting from executing a voicemail module. <i>Id.</i> The indicia for the “new voicemail” display area include a textual indication of the new voicemail as well as an icon.
<p>selecting one of the indicia, wherein the selecting comprises a first programming module determining which of said plurality of display areas is selected and sending a message to a programming module of said plurality of individual programming modules responsible for generating a display of a selected indicia;</p>	<p>The '002 Accused Products select one of the indicia, wherein the selecting comprises a first programming module determining which of said plurality of display areas is selected and sending a message to a programming module of said plurality of individual programming modules responsible for generating a display of a selected indicia.</p>



Exh. B-1 [Droid X User's Guide] at 9.

- In the above reproduced image of the Notification Window for the Droid X, one of the indicia can be selected based on a touch-based indication from a user. The touch-based indication is performed by a programming module that determines which display area was touched by the user.

Creating Status Bar Notifications

A status bar notification adds an icon to the system's status bar (with an optional ticker-text message) and an expanded message in the "Notifications" window. When the user selects the expanded message, Android fires an [Intent](#) that is defined by the notification (usually to launch an [Activity](#)). You can also configure the notification to alert the user with a sound, a vibration, and flashing lights on the device.

Exh. B-2 [Creating Status Bar Notifications (<http://developer.android.com/guide/topics/ui/notifiers/notifications.html>)]. The selection results in a message called an "intent" that is sent to the programming module responsible for generating a display of that indicia. For example, if a user touches the "new email" indicia, an intent will be sent to an email

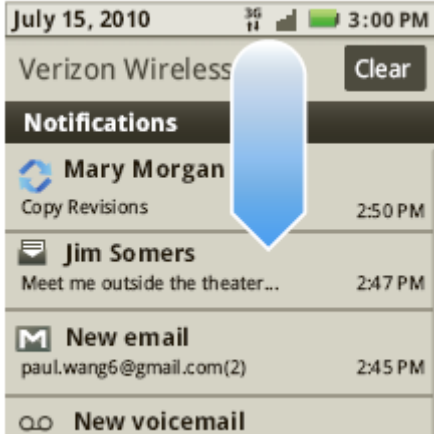
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	<p>programming module and if a user touches the “new voicemail” indicia, an intent will be sent to a voicemail programming module. Exh. B-1 [Droid X User’s Guide] at 9; Exh. B-2 [Creating Status Bar Notifications (http://developer.android.com/guide/topics/ui/notifiers/notifications.html)].</p>
<p>said programming module performing a function in response to a selection.</p>	<p>The programming module of the ’002 Accused Products performs a function in response to a selection.</p> <ul style="list-style-type: none"> As a result of receiving an Intent as discussed in the preceding step, the receiving programming module can perform a function called an “Activity.” <div data-bbox="852 623 1810 919" style="border: 1px solid black; padding: 10px;"> <p>Creating Status Bar Notifications</p> <p>A status bar notification adds an icon to the system’s status bar (with an optional ticker-text message) and an expanded message in the “Notifications” window. When the user selects the expanded message, Android fires an <u>Intent</u> that is defined by the notification (usually to launch an <u>Activity</u>). You can also configure the notification to alert the user with a sound, a vibration, and flashing lights on the device.</p> </div> <p>Exh. B-2 [Creating Status Bar Notifications (http://developer.android.com/guide/topics/ui/notifiers/notifications.html)]. For example, the “new email” display area includes indicia resulting from executing an email module. The indicia for the “new email” display area include a textual indication of the new email as well as an icon. A second example is shown in the “new voicemail” display area, which includes indicia resulting from executing a voicemail module. Exh. B-1 [Droid X User’s Guide] at 9. The indicia for the “new voicemail” display area include a textual indication of the new voicemail as well as an icon.</p>
<p>46. A computer readable medium containing executable computer program instructions, which when executed by a data processing system, cause the data processing system to perform a method</p>	<p>The ’002 Accused Products include a computer readable medium containing executable computer program instructions, which when executed by a data processing system, cause the data processing system to perform a method for generating control information comprising.</p>

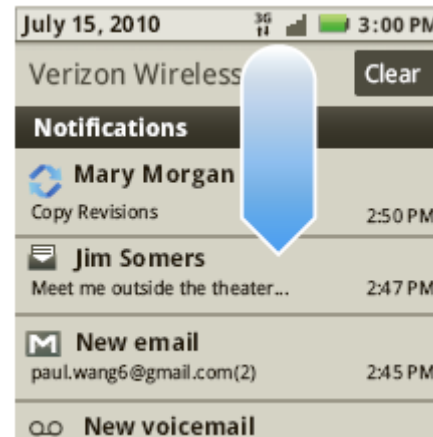
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for generating control information comprising:	<ul style="list-style-type: none"> As one example, the Droid X includes a memory that stores the Android 2.1 operating system software. The Android operating system software included on the Droid X when executed by the processor of the Droid X, causes the processor to generate control information. <i>See generally Exh. B-1</i> [Droid X User's Guide].
creating an operating environment for a plurality of individual programming modules associated with different application programs that provide status and/or control functions;	<p>The accused computer readable medium containing executable computer program instructions, when executed, creates an operating environment for a plurality of individual programming modules associated with different application programs that provide status and/or control functions.</p> <ul style="list-style-type: none"> As one example, the Android operating system software as implemented on the Droid X allows for the operation of a plurality of individual programming modules associated with different application programs that provide status and/or control functions. These different application programs can include a phone application, a map application, and a messaging application. <div data-bbox="1052 849 1612 1385" data-label="Image"> <p>The image shows a screenshot of the Droid X home screen with several annotations. At the top, a blue box labeled 'Status Indicators' points to the status bar showing signal strength, battery, and time (11:35). Below that, a blue box labeled 'Notifications' points to a notification bar with the text 'See all your apps' and 'Touch the Laundry icon.' with a circular arrow icon. A large blue arrow points left and right from the center of the screen, with a label 'Click left or right to open more panels of widgets.' Below the home screen, a blue box labeled 'Shortcuts' points to icons for 'Text Mess', 'Browser', 'Market', and 'Voicemail'. At the bottom, a blue box points to the 'App tray' icon (a circle with a triangle) and the 'Back' button (a square with a left-pointing arrow), with the text 'Open the App tray. Press Back (⏪) to close.'</p> </div> <p>Exh. B-1 [Droid X User's Guide] at 7.</p>

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	<ul style="list-style-type: none"> An example application program that provides control information is the phone application, which instructs the Droid X to perform phone functions.
<p>generating a first window sized to accommodate a plurality of display areas for indicia resulting from executing at least one of the plurality of individual programming modules,</p>	<p>The accused computer readable medium containing executable computer program instructions, when executed, generates a first window sized to accommodate a plurality of display areas for indicia resulting from executing at least one of the plurality of individual programming modules.</p> <ul style="list-style-type: none"> As one example, the Android operating system software as implemented on the Droid X generates a Notification Window that is sized to accommodate a plurality of display areas. <div data-bbox="1108 678 1543 1112" data-label="Image"> <p>The image shows a screenshot of the notification window on a Droid X. At the top, it displays the date 'July 15, 2010', the carrier 'Verizon Wireless', and the time '3:00 PM'. Below this is a 'Clear' button. The main section is titled 'Notifications' and contains a list of items: a message from 'Mary Morgan' about 'Copy Revisions' at 2:50 PM, a message from 'Jim Somers' about 'Meet me outside the theater...' at 2:47 PM, a 'New email' from 'paul.wang6@gmail.com(2)' at 2:45 PM, and a 'New voicemail' notification. A blue arrow points to the notification list.</p> </div> <p>Exh. B-1 [Droid X User’s Guide] at 9.</p> <ul style="list-style-type: none"> In the above reproduced image of the Notification Window for the Droid X, the display areas on the Notifications Window of the Droid X each include an indicia that results from executing a programming module. <i>Id.</i> For example, the “new email” display area includes indicia resulting from executing an email module. The indicia for the “new email” display area include a textual indication of the new email as well as an icon. A second example is shown in the “new voicemail” display area, which includes indicia resulting from executing a voicemail module. <i>Id.</i> The indicia for the “new voicemail” display area include

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	<p>a textual indication of the new voicemail as well as an icon.</p> <ul style="list-style-type: none"> The sizing of the “Notification Window” changes as the window is dragged down by the user. The arrow in the above reproduced image represents the window being dragged down by the user, where multiple notifications can be provided.
<p>wherein each of the plurality of display areas is associated with one of the plurality of individual programming modules, and</p>	<p>For the accused computer readable medium containing executable computer program instructions, when executed, each of the plurality of display areas is associated with one of the plurality of individual programming modules.</p> <ul style="list-style-type: none"> As one example, the display areas within the Notification Window generated by the Android operating system software as implemented on the Droid X are each associated with an individual programming module. <div data-bbox="1121 727 1556 1162" data-label="Image"> </div> <p>Exh. B-1 [Droid X User’s Guide] at 9.</p> <ul style="list-style-type: none"> In the above reproduced image of the Notification Window for the Droid X, the display areas are each associated with one of the programming module. <i>Id.</i> For example, the display area for the “new email” notification is associated with an email programming module and the “new voicemail” notification is associated with a voicemail module. <i>Id.</i>

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<p>wherein the first window is independently displayed and independently active of any application program, the first window region and the plurality of independent display areas implemented in a window layer that appears on top of application programming windows that may be generated;</p>	<p>For the accused computer readable medium containing executable computer program instructions, when executed, the first window is independently displayed and independently active of any application program, the first window region and the plurality of independent display areas implemented in a window layer that appears on top of application programming windows that may be generated.</p> <div data-bbox="1108 495 1543 927" data-label="Image"> </div> <p>Exh. B-1 [Droid X User's Guide] at 9.</p> <ul style="list-style-type: none"> In the above reproduced image of the Notification Window for the Droid X, the Notification Window is displayed and active independent of whatever application program was displayed when the Notification Window was dragged open by the user. <i>Id.</i> The Notification Window, including its display areas, is implemented on a window layer on top of whichever application program was displayed when the Notification Window is opened by the user. <i>Id.</i>
<p>displaying the indicia in each of the plurality of display areas by executing one of a plurality of individual programming modules corresponding to each indicia; and</p>	<p>The accused computer readable medium containing executable computer program instructions, when executed, displays the indicia in each of the plurality of display areas by executing one of a plurality of individual programming modules corresponding to each indicia.</p>

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	 <p>Exh. B-1 [Droid X User’s Guide] at 9.</p> <ul style="list-style-type: none"> In the above reproduced image of the Notification Window for the Droid X, indicia are displayed in each of the display areas by executing a programming module corresponding to the indicia. For example, the “new email” display area includes indicia resulting from executing an email module. The indicia for the “new email” display area include a textual indication of the new email as well as an icon. A second example is shown in the “new voicemail” display area, which includes indicia resulting from executing a voicemail module. <i>Id.</i> The indicia for the “new voicemail” display area include a textual indication of the new voicemail as well as an icon.
<p>selecting one of the indicia, wherein the selecting comprises a first programming module determining which of the plurality of display areas is selected and sending a message to a programming module of the plurality of individual programming modules responsible for generating a display of a selected indicia, and</p>	<p>The accused computer readable medium containing executable computer program instructions, when executed, selects one of the indicia, wherein the selecting comprises a first programming module determining which of the plurality of display areas is selected and sending a message to a programming module of the plurality of individual programming modules responsible for generating a display of a selected indicia.</p>



Exh. B-1 [Droid X User's Guide] at 9.

- In the above reproduced image of the Notification Window for the Droid X, one of the indicia can be selected based on a touch-based indication from a user. The touch-based indication is performed by a programming module that determines which display area was touched by the user.

Creating Status Bar Notifications

A status bar notification adds an icon to the system's status bar (with an optional ticker-text message) and an expanded message in the "Notifications" window. When the user selects the expanded message, Android fires an [Intent](#) that is defined by the notification (usually to launch an [Activity](#)). You can also configure the notification to alert the user with a sound, a vibration, and flashing lights on the device.

Exh. B-2 [Creating Status Bar Notifications (<http://developer.android.com/guide/topics/ui/notifiers/notifications.html>)]. The selection results in a message called an "intent" that is sent to the programming module responsible for generating a display of that indicia. For example, if a user touches the "new email" indicia, an intent will be sent to an email

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	<p>programming module and if a user touches the “new voicemail” indicia, an intent will be sent to a voicemail programming module. Exh. B-1 [Droid X User’s Guide] at 9; Exh. B-2 [Creating Status Bar Notifications (http://developer.android.com/guide/topics/ui/notifiers/notifications.html)].</p>
<p>the programming module performing a function in response to a selection.</p>	<p>The accused computer readable medium containing executable computer program instructions, when executed, includes a programming module that performs a function in response to a selection.</p> <ul style="list-style-type: none"> As a result of receiving an Intent as discussed in the preceding step, the receiving programming module can perform a function called an “Activity.” <div data-bbox="852 659 1810 954" style="border: 1px solid black; padding: 10px;"> <p>Creating Status Bar Notifications</p> <p>A status bar notification adds an icon to the system's status bar (with an optional ticker-text message) and an expanded message in the "Notifications" window. When the user selects the expanded message, Android fires an <code>Intent</code> that is defined by the notification (usually to launch an <code>Activity</code>). You can also configure the notification to alert the user with a sound, a vibration, and flashing lights on the device.</p> </div> <p>Exh. B-2 [Creating Status Bar Notifications (http://developer.android.com/guide/topics/ui/notifiers/notifications.html)]. For example, if a user touches the “new email” indicia in the above reproduced Notification Window, an Intent will result in an Activity including the opening of an email programming module and if a user touches the “new voicemail” indicia in the above reproduced Notification Window, an Intent will result in an Activity including opening a voicemail programming module.</p>