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(54) **USER INTERFACES FOR MANAGING VISUAL CONTENT IN A MEDIA REPRESENTATION**

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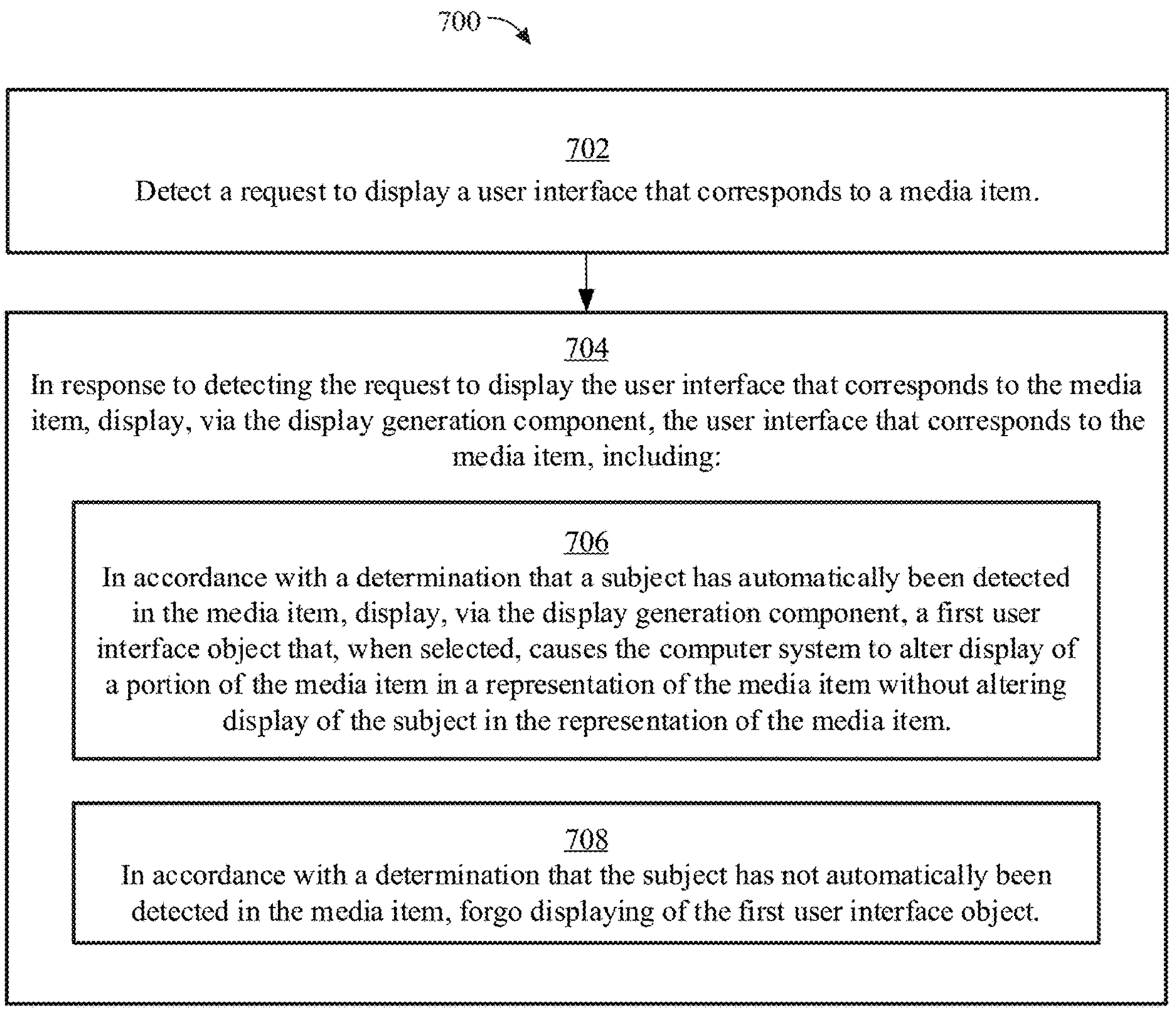
G06T 7/70 (2006.01)

(52) **U.S. Cl.**

CPC ***H04N 5/272*** (2013.01); ***G06T 7/70*** (2017.01)

(57) **ABSTRACT**

The present disclosure generally relates to managing media representations. In some embodiments, systems, methods, and user interfaces are provided for managing the background of a media representation, copying subjects of a media representation, converting one or more portions of a media representation, providing descriptions for one or more symbols in a media representation, and providing one or more animations for one or more detected objects and/or subjects.



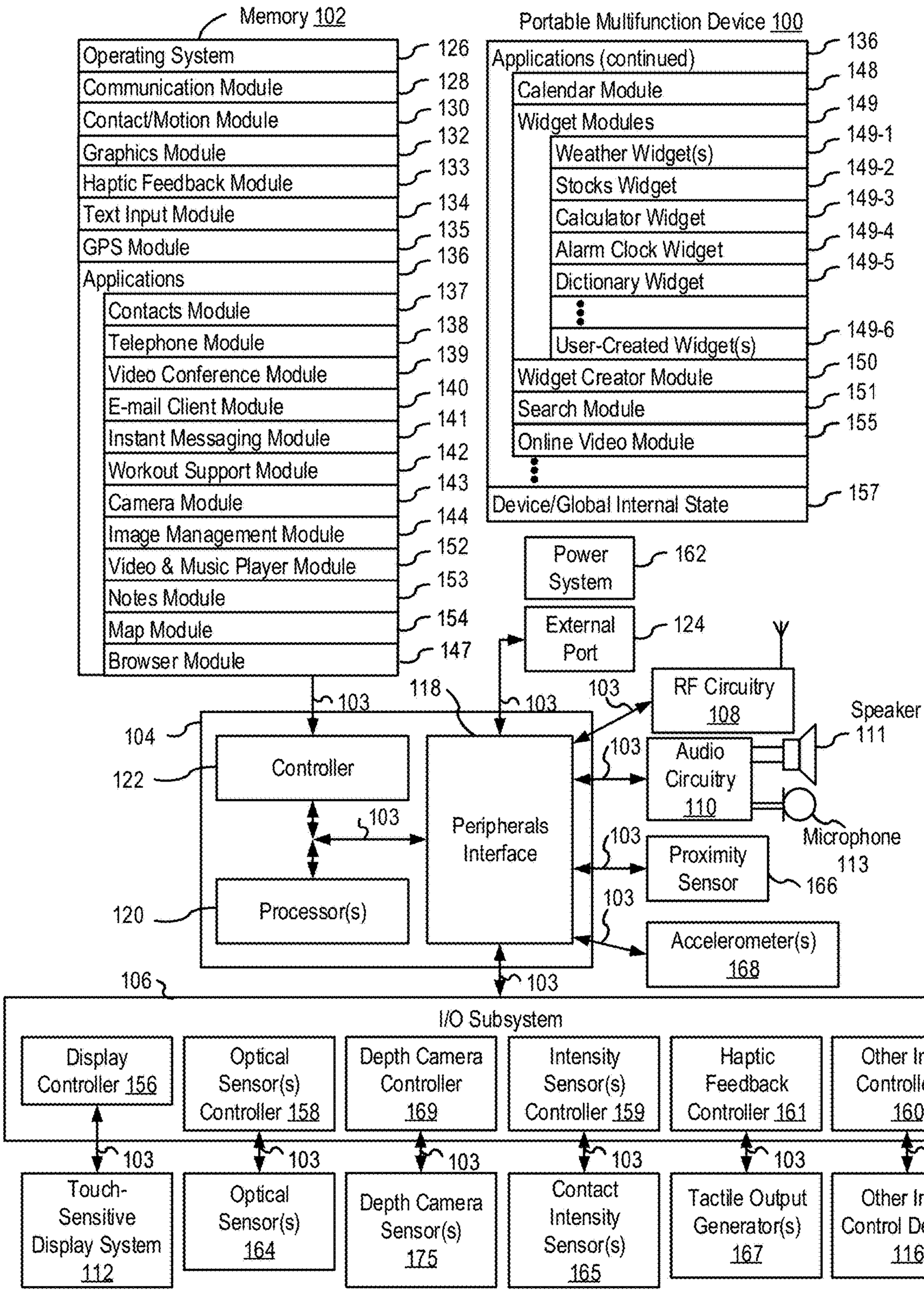

Memory 102
Operating System
126
Communication Module
128
Contact/Motion Module
130
Graphics Module
132
Haptic Feedback Module
133
Text Input Module
134
GPS Module
135
Applications
136
Contacts Module
137
Telephone Module
138
Video Conference Module
139
E-mail Client Module
140
Instant Messaging Module
141
Workout Support Module
142
Camera Module
143
Image Management Module
144
Video & Music Player Module
152
Notes Module
153
Map Module
154
Browser Module
147
Portable Multifunction Device 100
Applications (continued)
136
Calendar Module
148
Widget Modules
149
Weather Widget(s)
149-1
Stocks Widget
149-2
Calculator Widget
149-3
Alarm Clock Widget
149-4
Dictionary Widget
149-5
User-Created Widget(s)
149-6
Widget Creator Module
150
Search Module
151
Online Video Module
155
Device/Global Internal State
157
Power System
162
External Port
124
RF Circuitry 108
Speaker 111
Audio Circuitry 110
Microphone 113
Proximity Sensor
166
Accelerometer(s) 168
103
118
104
122
Controller
Peripherals Interface
Processor(s)
120
106
I/O Subsystem
Display Controller 156
Optical Sensor(s) Controller 158
Depth Camera Controller 169
Intensity Sensor(s) Controller 159
Haptic Feedback Controller 161
Other Input Controller(s) 160
Touch-Sensitive Display System 112
Optical Sensor(s) 164
Depth Camera Sensor(s) 175
Contact Intensity Sensor(s) 165
Tactile Output Generator(s) 167
Other Input Control Devices 116

FIG. 1A

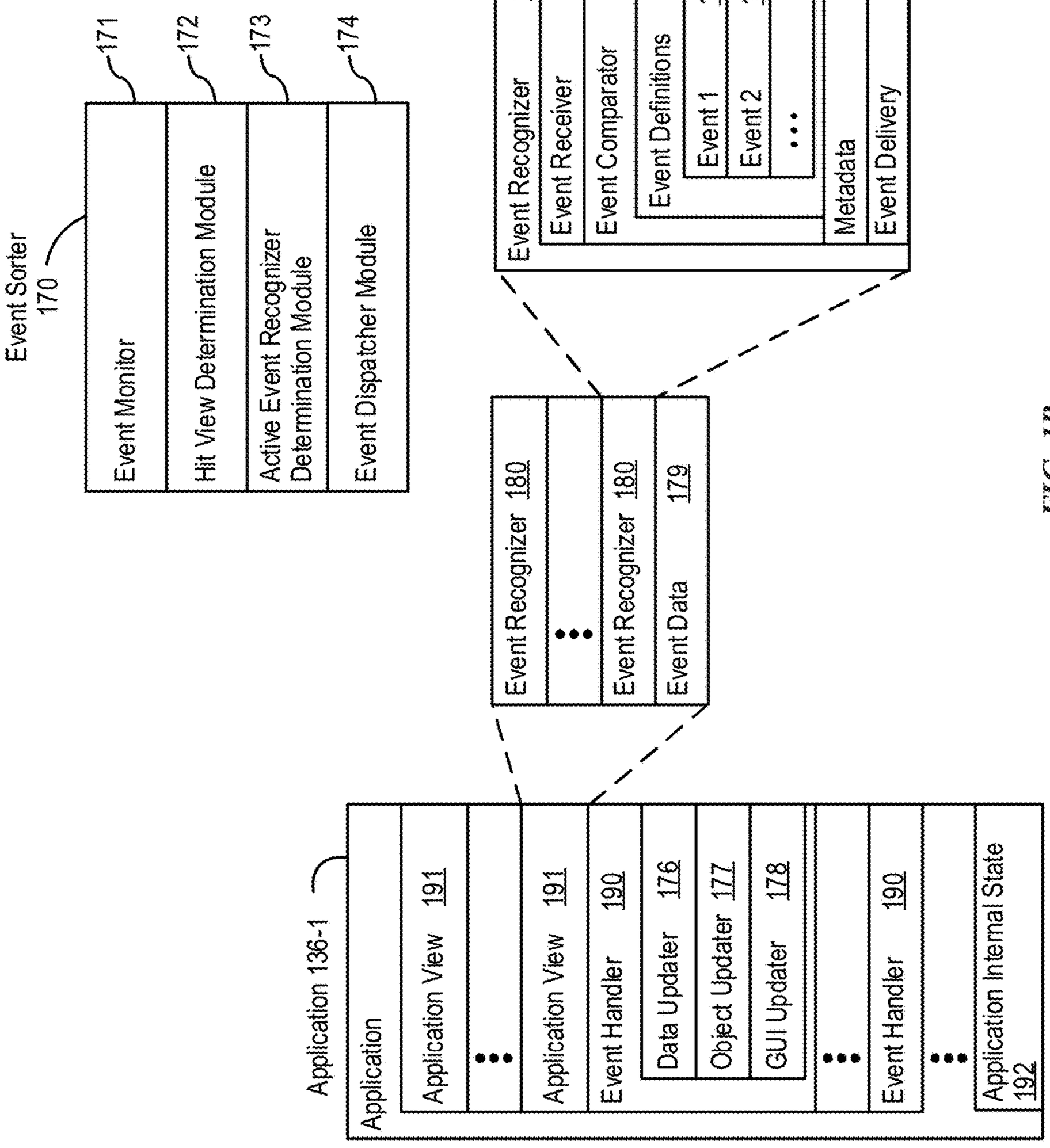

Event Sorter 170
171
172
173
174
Event Monitor
Hit View Determination Module
Active Event Recognizer Determination Module
Event Dispatcher Module
Event Recognizer 180
Event Receiver 182
Event Comparator 184
Event Definitions 186
Event 1 187-1
Event 2 187-2
Metadata 183
Event Delivery 188
Event Recognizer 180
Event Recognizer 180
Event Data 179
Application 136-1
Application
Application View 191
Application View 191
Event Handler 190
Data Updater 176
Object Updater 177
GUI Updater 178
Event Handler 190
Application Internal State 192

FIG. 1B

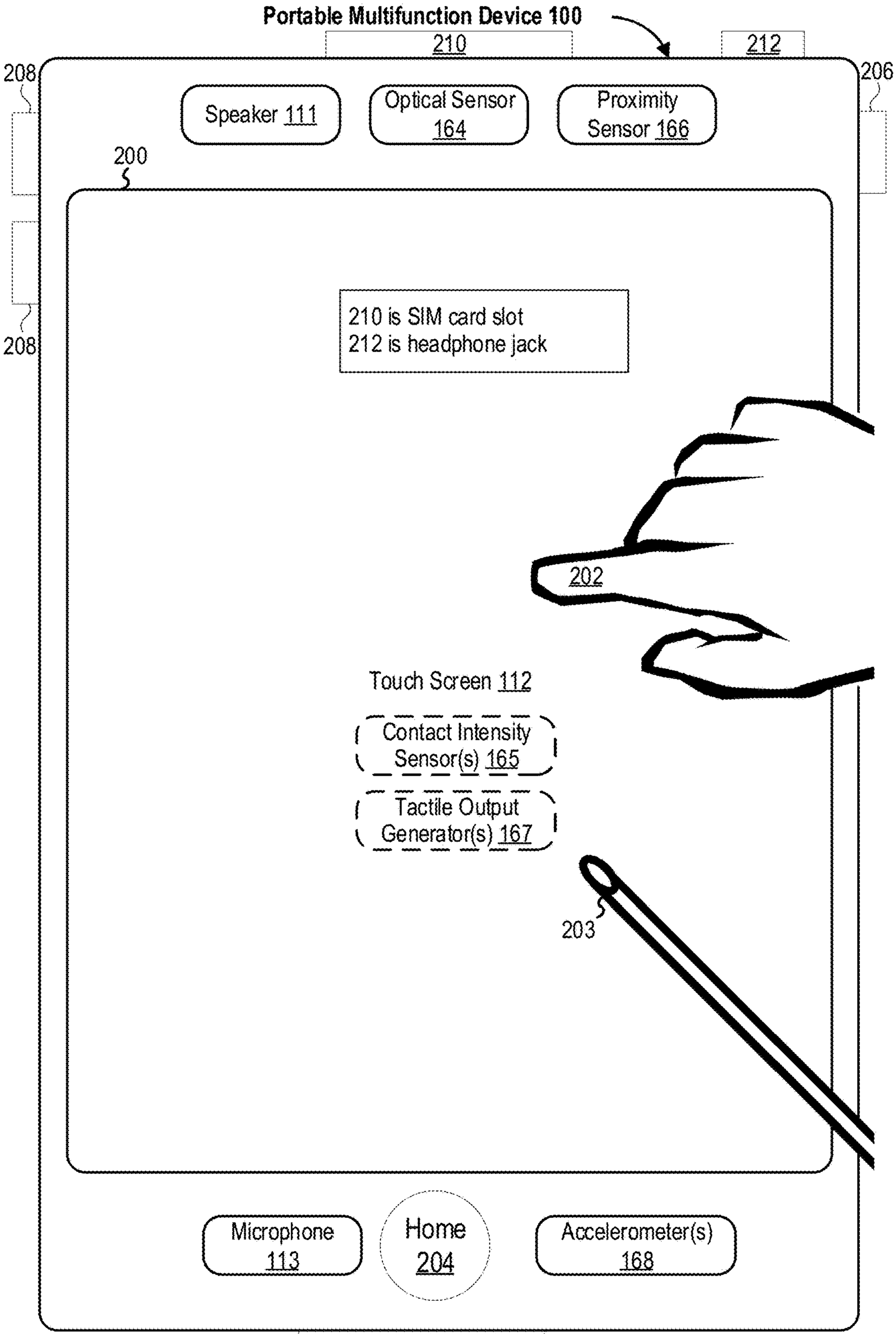

Portable Multifunction Device 100
210
212
208
206
Speaker 111
Optical Sensor 164
Proximity Sensor 166
200
208
210 is SIM card slot
212 is headphone jack
202
Touch Screen 112
Contact Intensity Sensor(s) 165
Tactile Output Generator(s) 167
203
Microphone 113
Home 204
Accelerometer(s) 168
External Port 124

FIG. 2

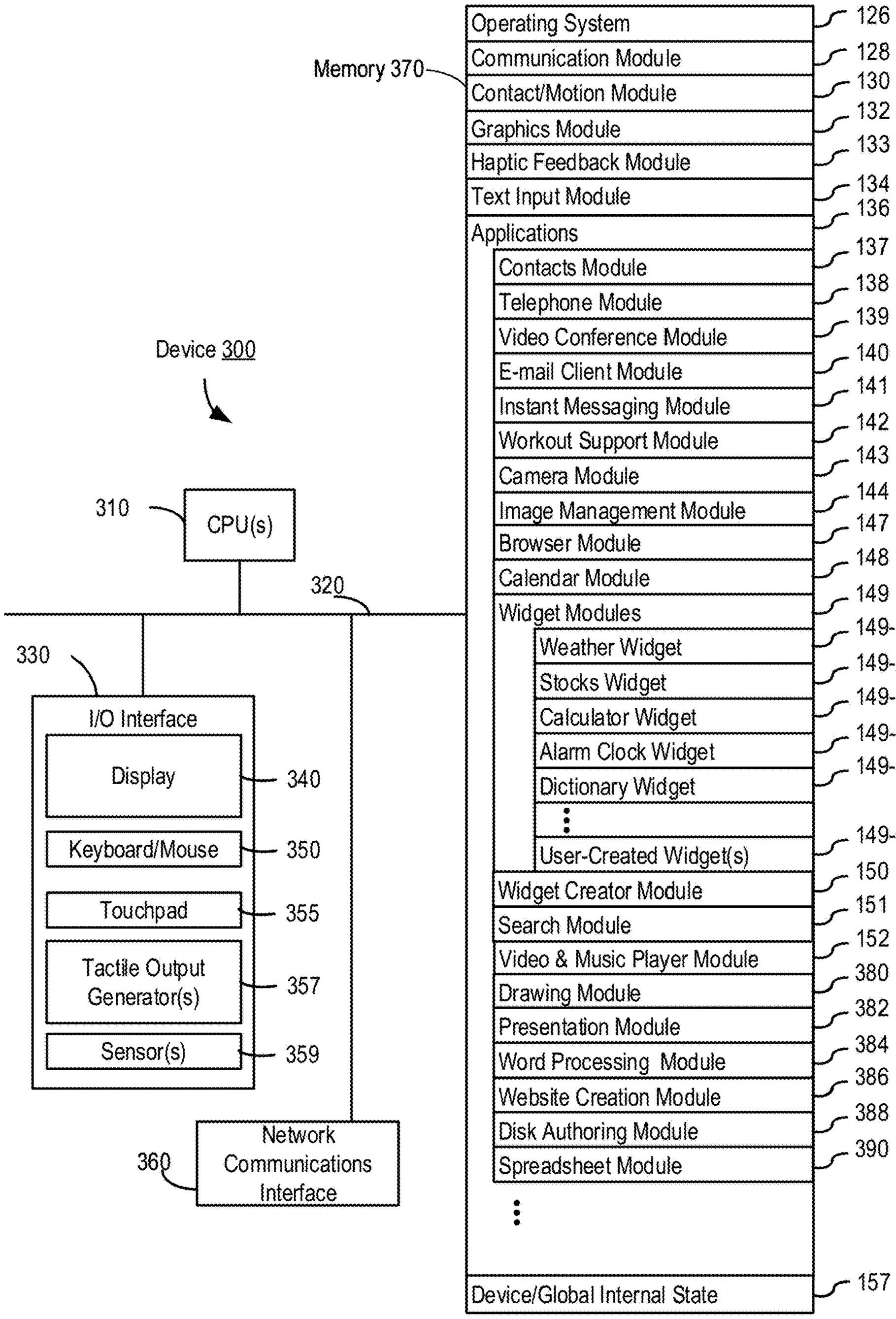

Device 300
310
CPU(s)
320
330
I/O Interface
Display
340
Keyboard/Mouse
350
Touchpad
355
Tactile Output Generator(s)
357
Sensor(s)
359
360
Network Communications Interface
Memory 370
Operating System
126
Communication Module
128
Contact/Motion Module
130
Graphics Module
132
Haptic Feedback Module
133
Text Input Module
134
Applications
136
Contacts Module
137
Telephone Module
138
Video Conference Module
139
E-mail Client Module
140
Instant Messaging Module
141
Workout Support Module
142
Camera Module
143
Image Management Module
144
Browser Module
147
Calendar Module
148
Widget Modules
149
Weather Widget
149-1
Stocks Widget
149-2
Calculator Widget
149-3
Alarm Clock Widget
149-4
Dictionary Widget
149-5
User-Created Widget(s)
149-6
Widget Creator Module
150
Search Module
151
Video & Music Player Module
152
Drawing Module
380
Presentation Module
382
Word Processing Module
384
Website Creation Module
386
Disk Authoring Module
388
Spreadsheet Module
390
Device/Global Internal State
157

FIG. 3

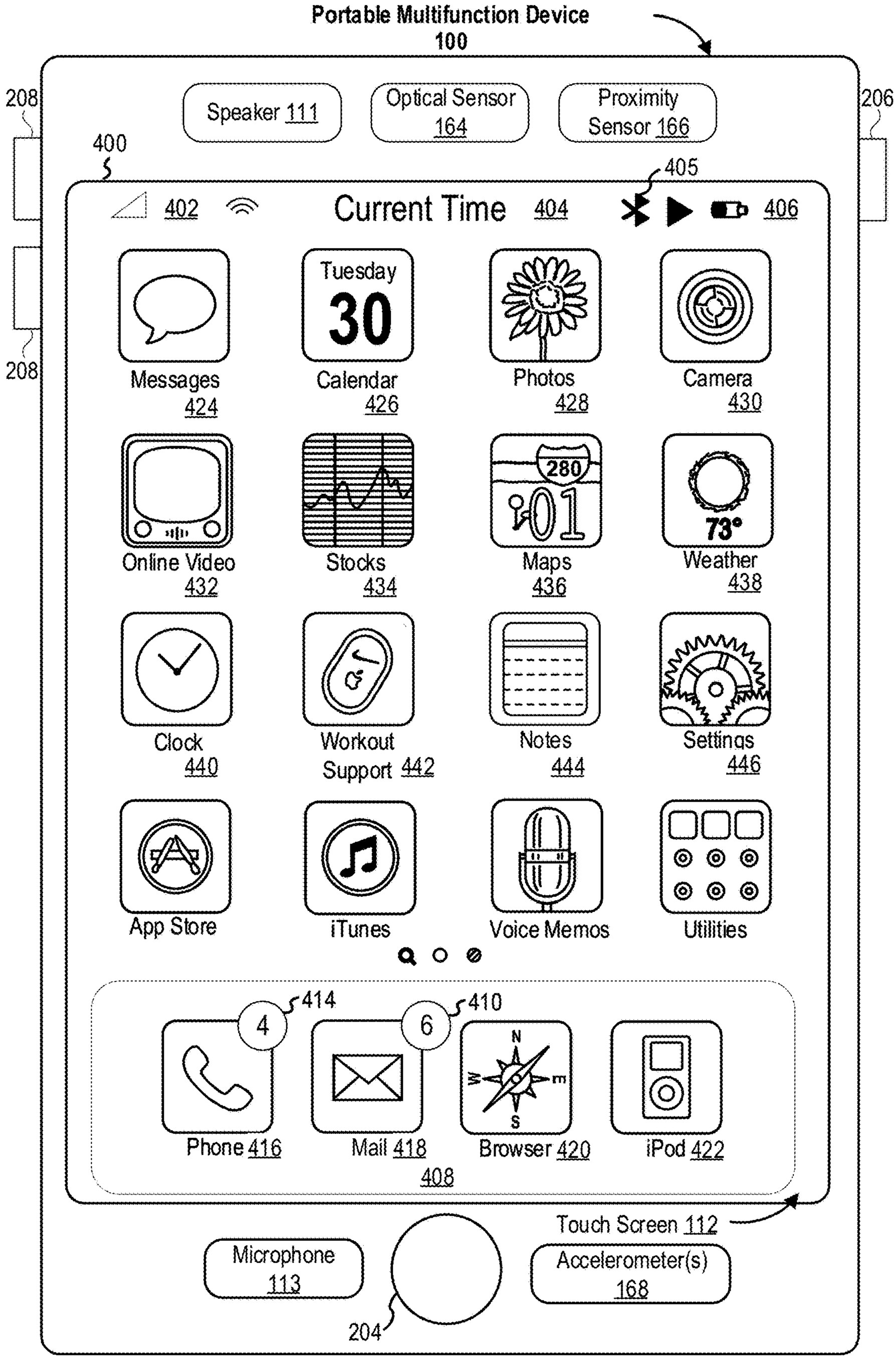
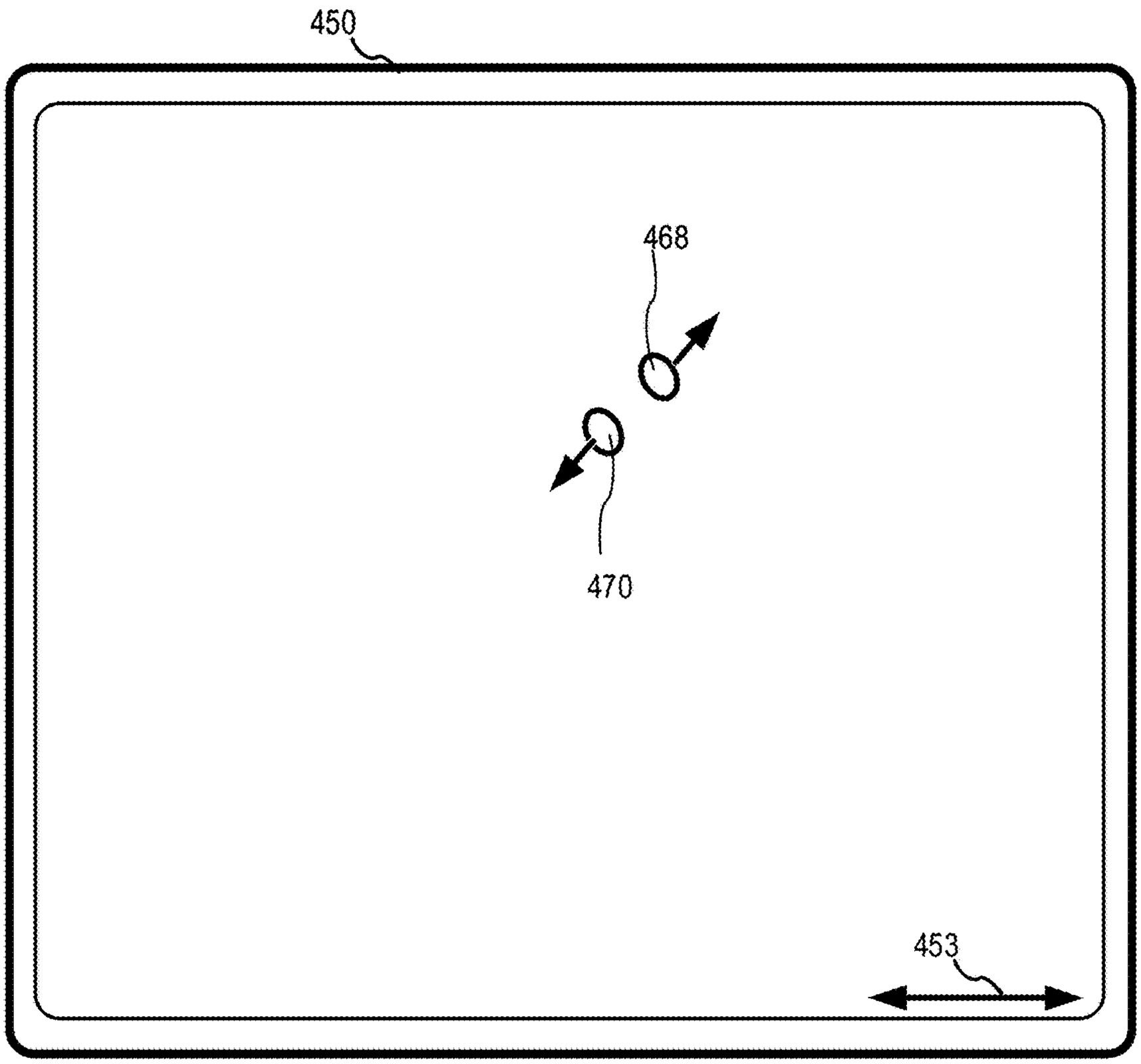

Portable Multifunction Device
100
208
206
208
Speaker 111
Optical Sensor 164
Proximity Sensor 166
400
405
402
Current Time 404
406
Messages 424
Tuesday
30
Calendar 426
Photos 428
Camera 430
Online Video 432
Stocks 434
280
Maps 436
73°
Weather 438
Clock 440
Workout Support 442
Notes 444
Settings 446
App Store
iTunes
Voice Memos
Utilities
414
410
4
6
Phone 416
Mail 418
Browser 420
iPod 422
408
Touch Screen 112
Microphone 113
Accelerometer(s) 168
204

FIG. 4A


450
468
470
453

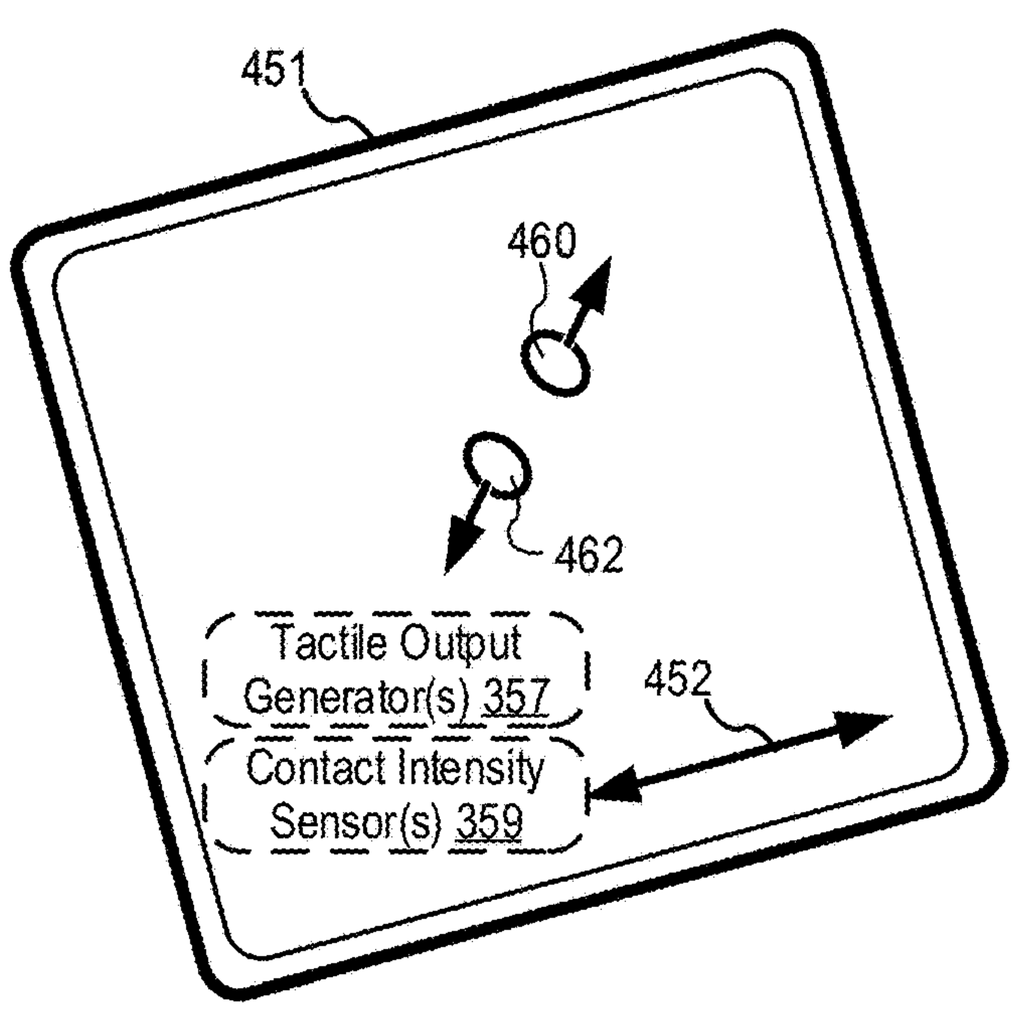

451
460
462
Tactile Output Generator(s) 357
Contact Intensity Sensor(s) 359
452

FIG. 4B

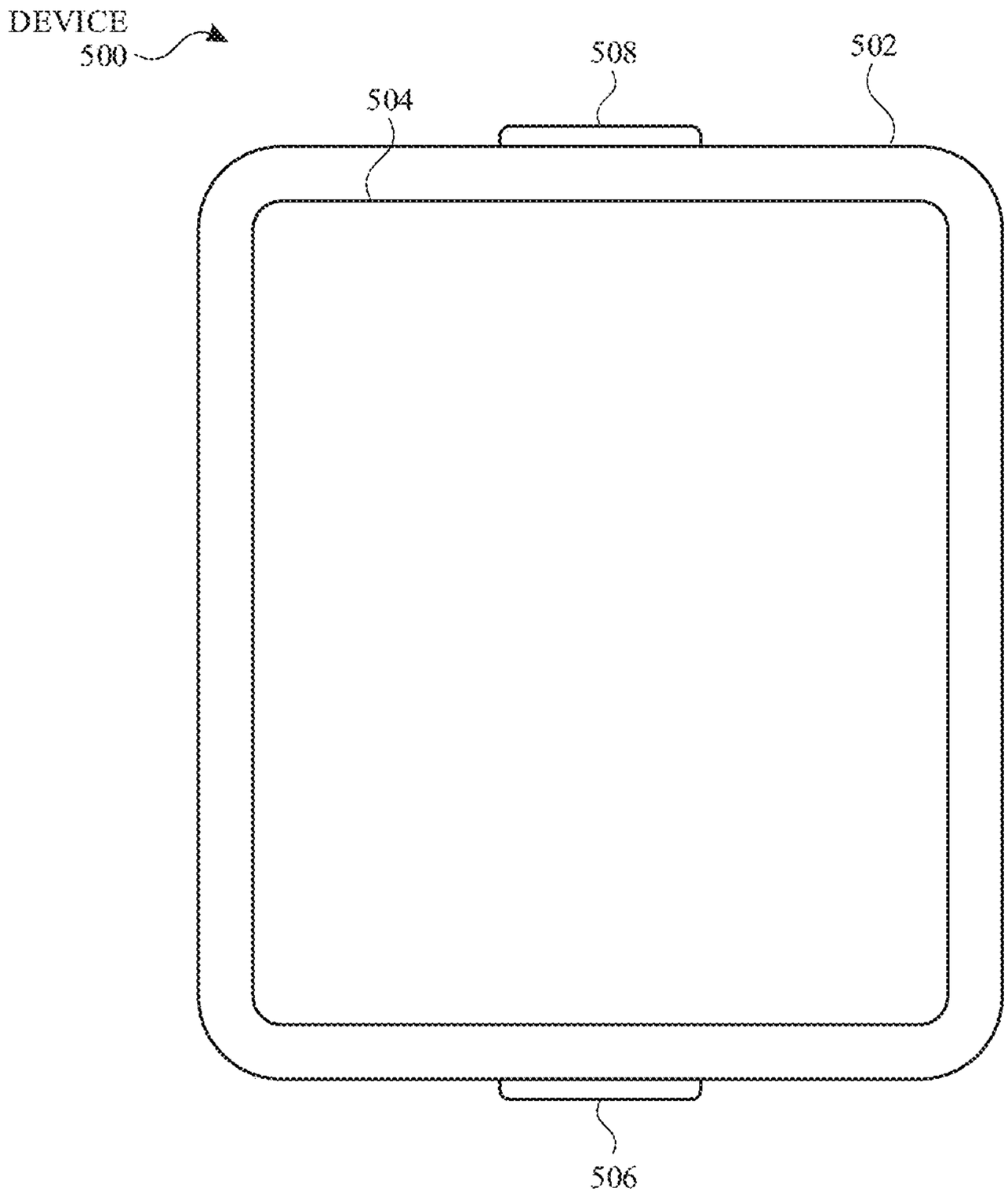


FIG. 5A

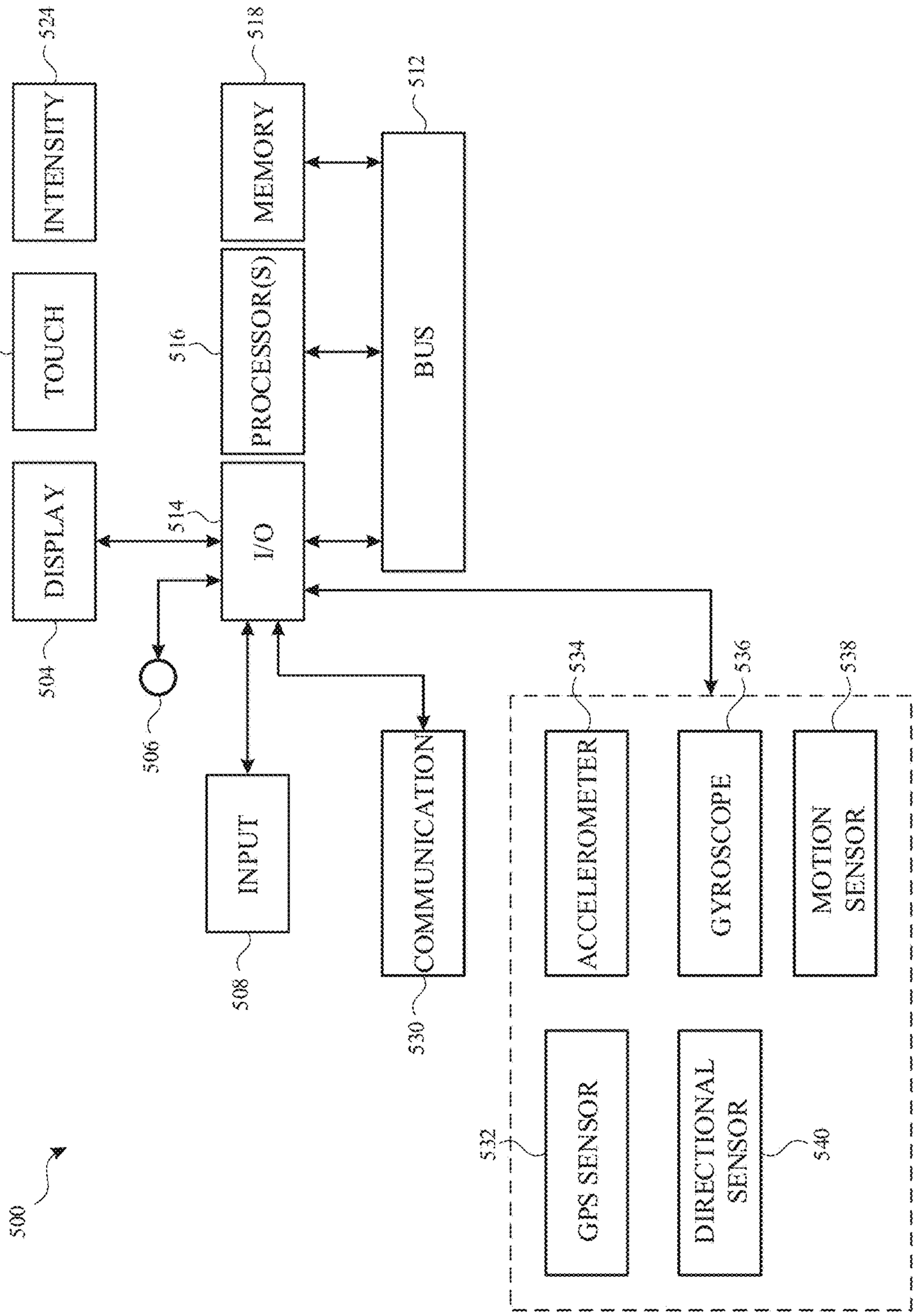

500
504
DISPLAY
506
508
INPUT
510
COMMUNICATION
512
BUS
514
I/O
516
PROCESSOR(S)
518
MEMORY
522
TOUCH
524
INTENSITY
530
532
GPS SENSOR
534
ACCELEROMETER
536
GYROSCOPE
538
MOTION SENSOR
540
DIRECTIONAL SENSOR

FIG. 5B

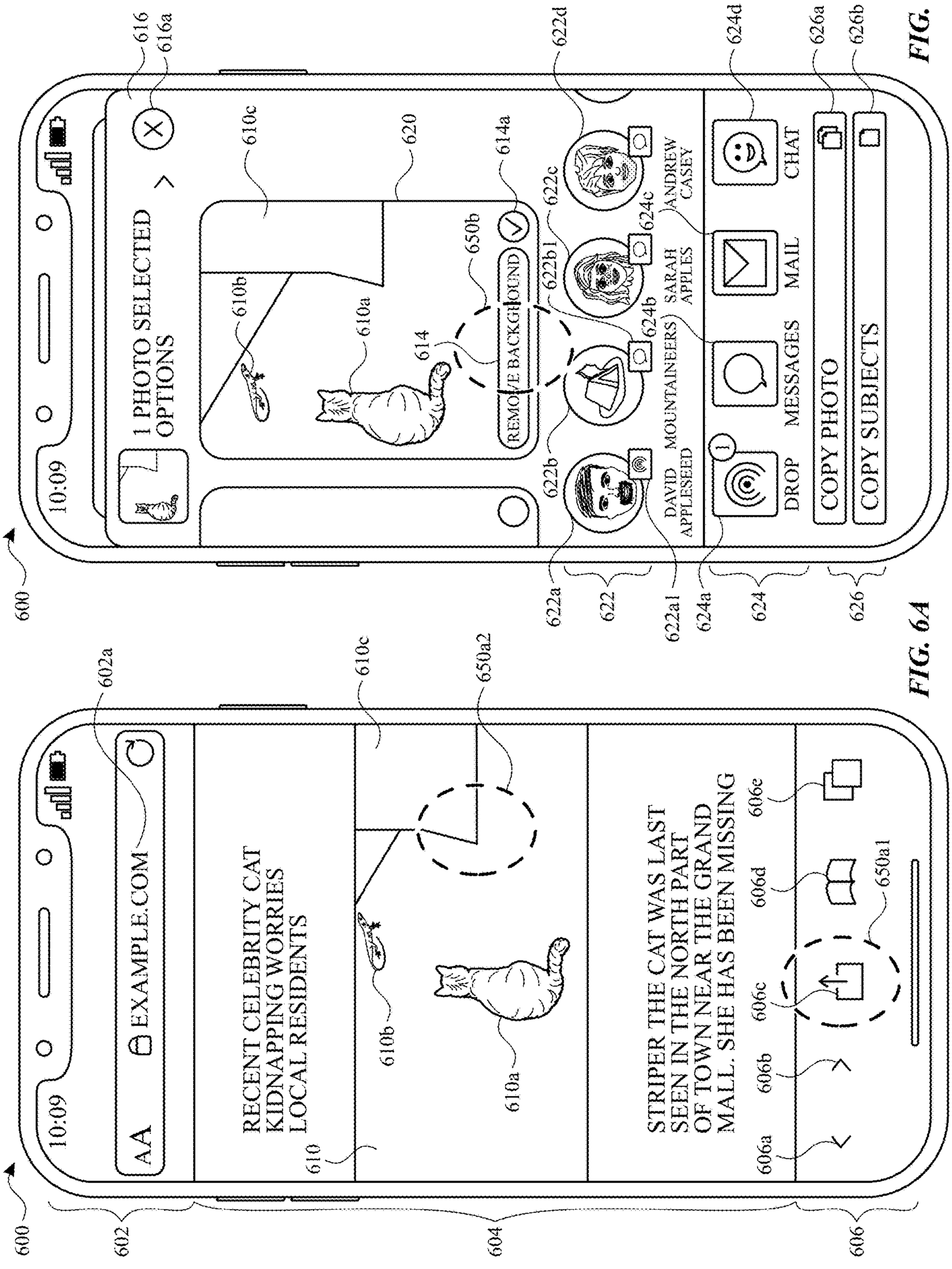

600
602
604
606
602a
610c
650a2
606e
606d
606c
606b
606a
650a1
AA
EXAMPLE.COM
10:09
RECENT CELEBRITY CAT KIDNAPPING WORRIES LOCAL RESIDENTS
610
610b
610a
STRIPER THE CAT WAS LAST SEEN IN THE NORTH PART OF TOWN NEAR THE GRAND MALL. SHE HAS BEEN MISSI
616
616a
SELECTED
1 PHOTO SE
OPTIONS
620
614a
650b
622d
622c
622b1
622b
622a
622
622a1
624
624a
624d
624c
624b
626
626a
626b
ANDREW CASEY
SARAH APPLES
DAVID APPLESEED
MOUNTAINEERS
CHAT
MAIL
MESSAGES
DROP
COPY PHOTO
COPY SUBJECTS
614
REMOVE BACKGROUND

FIG. 6A

FIG. 6B

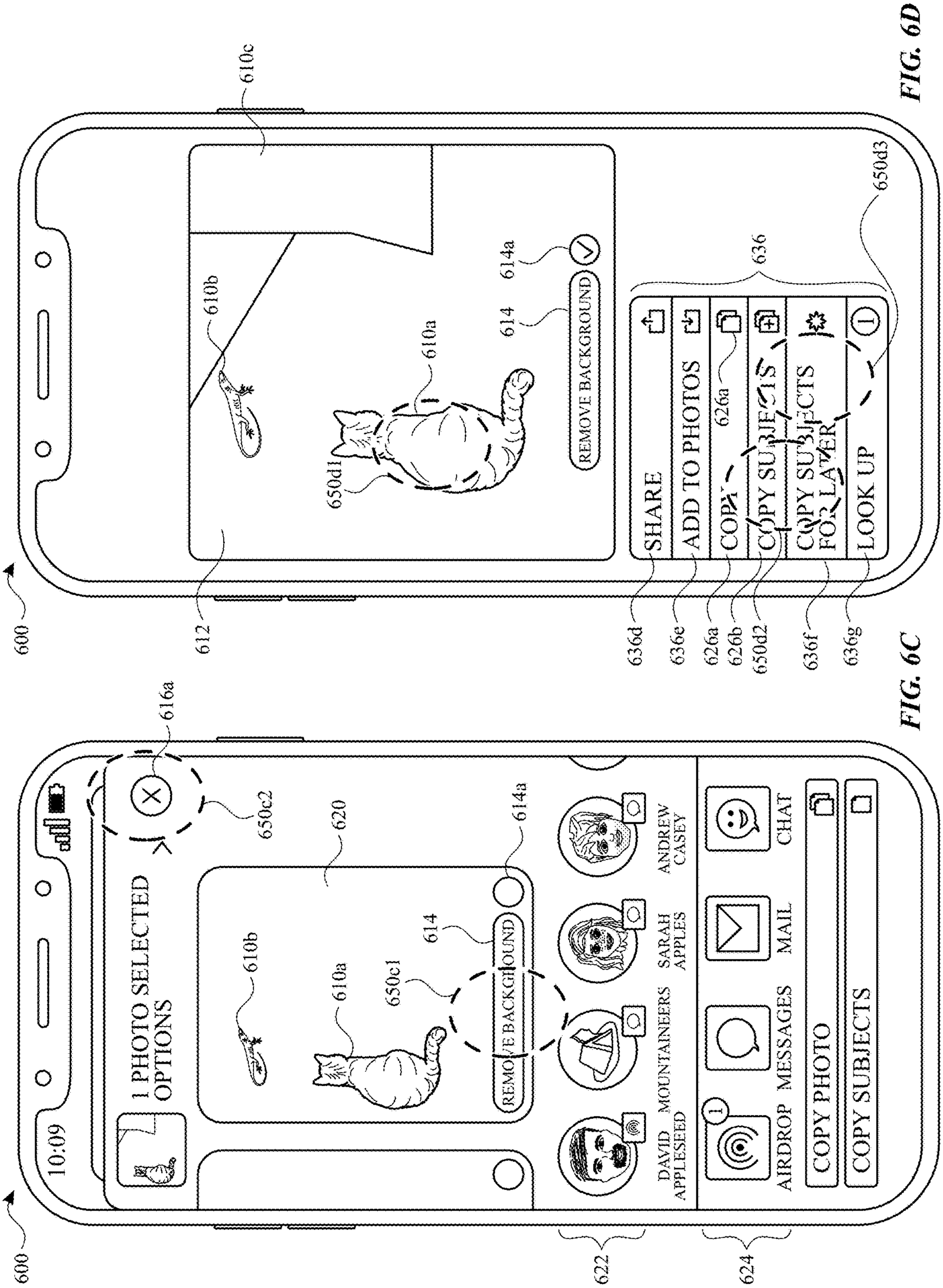

600
612
610c
610b
610a
650d1
614
614a
REMOVE BACKGROUND
636
650d3
636d
636e
626a
626b
650d2
636f
636g
SHARE
ADD TO PHOTOS
COPY
COPY SUBJECTS
COPY SUBJECTS FOR LATER
LOOK UP
626a
600
616a
650c2
620
614a
1 PHOTO SELECTED
OPTIONS
610b
610a
650c1
614
REMOVE BACKGROUND
DAVID APPLESEED
MOUNTAINEERS
SARAH APPLES
ANDREW CASEY
CHAT
AIRDROP
MESSAGES
MAIL
COPY PHOTO
COPY SUBJECTS
622
624

FIG. 6C

FIG. 6D

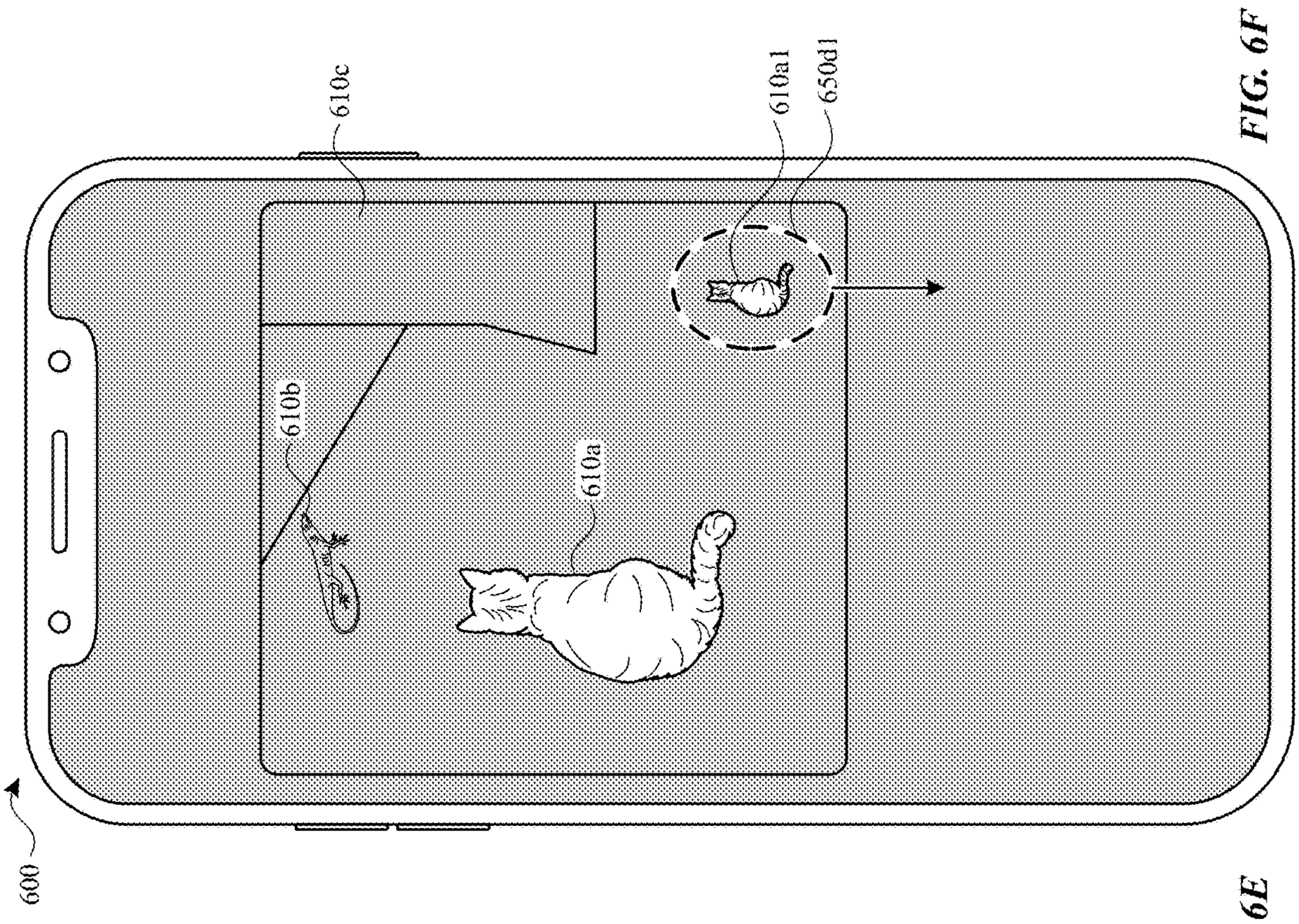

610c
610a1
650d1
610b
610a
600

FIG. 6F

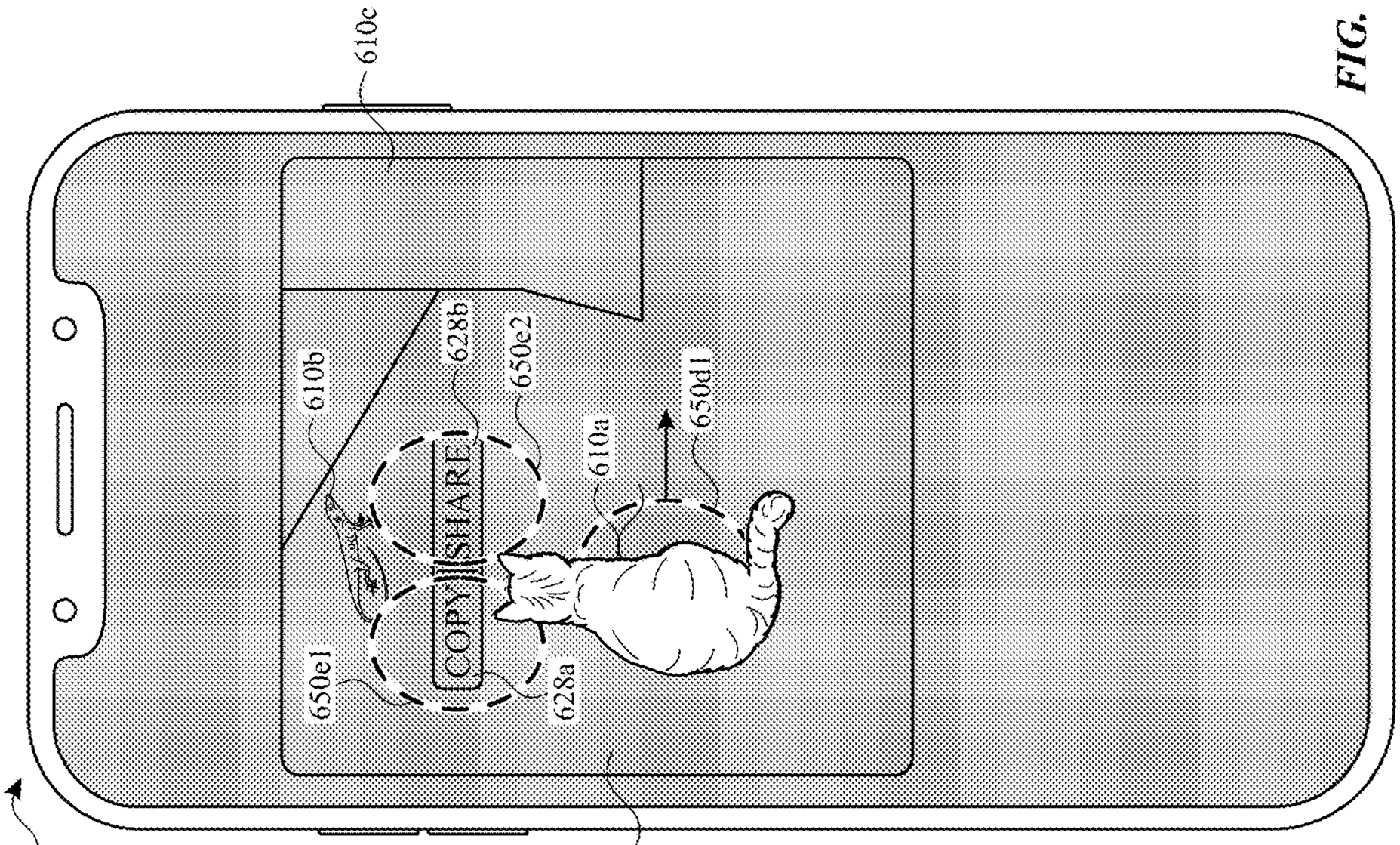

610c
610b
628b
650e2
610a
650d1
COPY
SHARE
650e1
628a
600
612

FIG. 6E

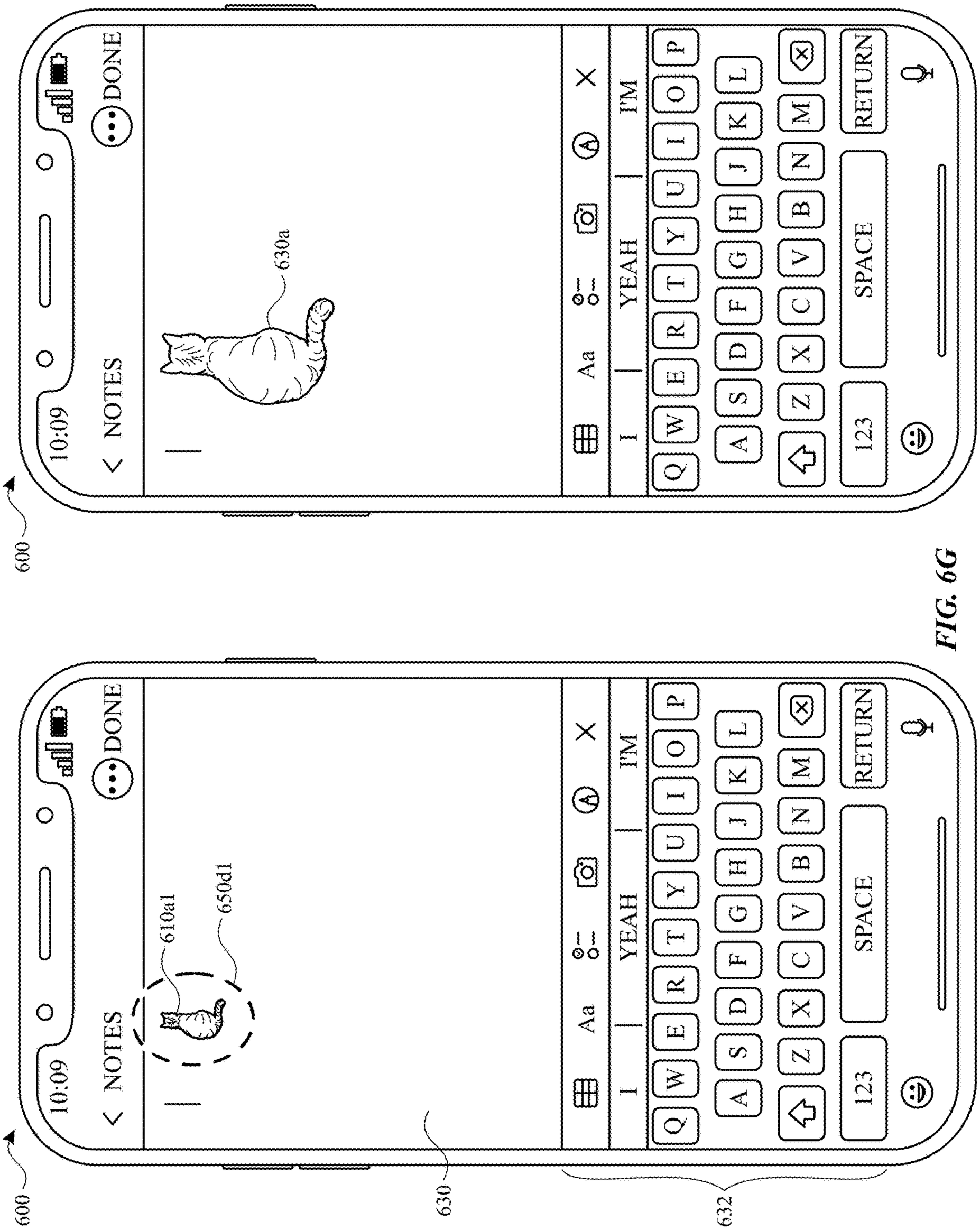

600
10:09
DONE
< NOTES
610a1
650d1
630a
630
632
Aa
I'M
YEAH
RETURN
SPACE
123

FIG. 6G

FIG. 6H

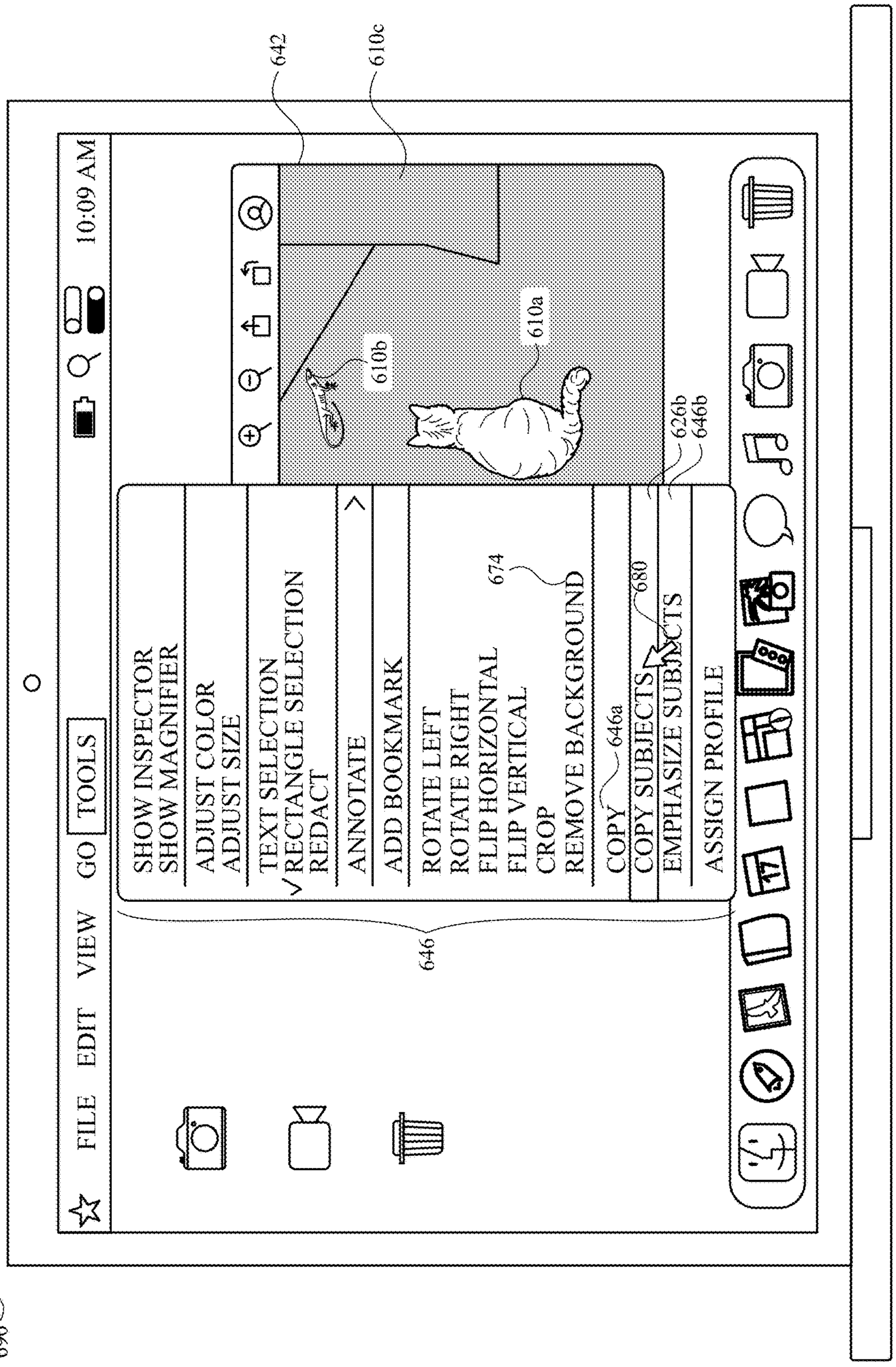

642
610c
10:09 AM
FILE EDIT VIEW GO TOOLS
SHOW INSPECTOR
SHOW MAGNIFIER
ADJUST COLOR
ADJUST SIZE
TEXT SELECTION
✓ RECTANGLE SELECTION
REDACT
ANNOTATE >
ADD BOOKMARK
ROTATE LEFT
ROTATE RIGHT
FLIP HORIZONTAL
FLIP VERTICAL
CROP
REMOVE BACKGROUND
COPY
COPY SUBJECTS
EMPHASIZE SUBJECTS
ASSIGN PROFILE
646a
680
674
610b
610a
626b
646b
646
690

FIG. 6I

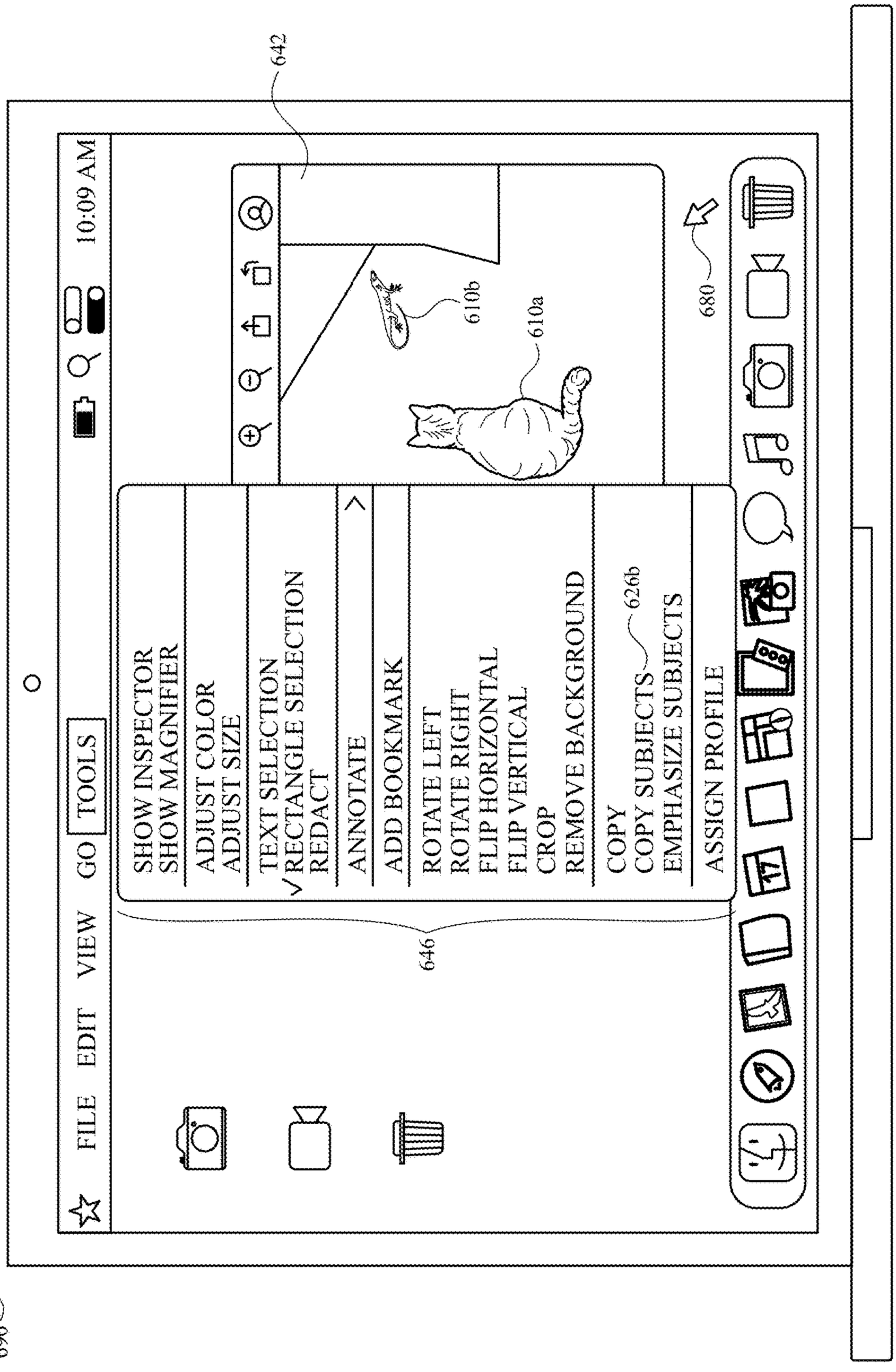

642
10:09 AM
FILE EDIT VIEW GO TOOLS
SHOW INSPECTOR
SHOW MAGNIFIER
ADJUST COLOR
ADJUST SIZE
TEXT SELECTION
✓ RECTANGLE SELECTION
REDACT
ANNOTATE
ADD BOOKMARK
ROTATE LEFT
ROTATE RIGHT
FLIP HORIZONTAL
FLIP VERTICAL
CROP
REMOVE BACKGROUND
COPY
COPY SUBJECTS
626b
EMPHASIZE SUBJECTS
ASSIGN PROFILE
610b
610a
680
646
690

FIG. 6J

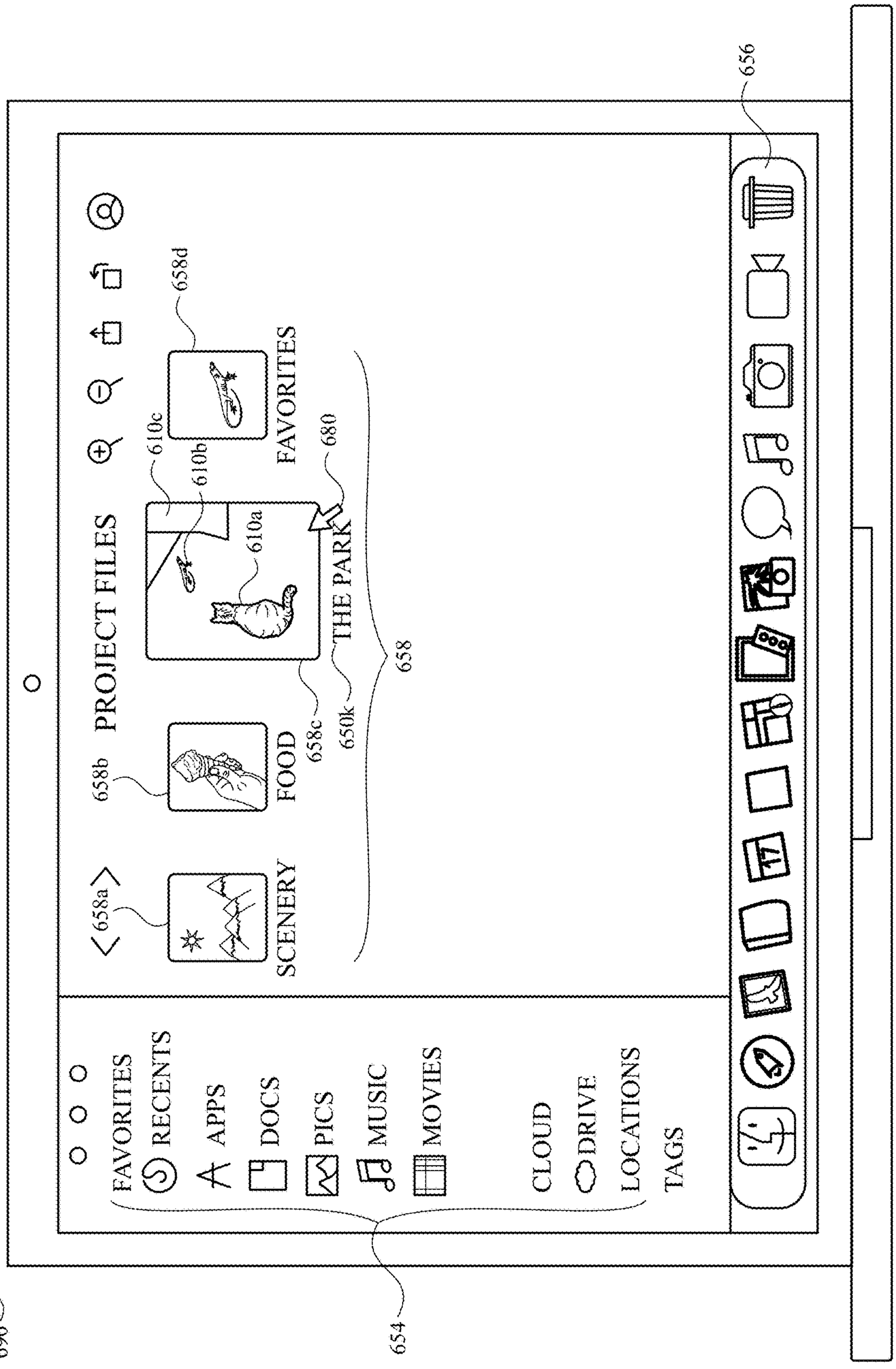

656
658d
610c
610b
610a
680
658b
658a
658c
650k
658
PROJECT FILES
FAVORITES
SCENERY
FOOD
THE PARK
FAVORITES
RECENTS
APPS
DOCS
PICS
MUSIC
MOVIES
CLOUD
DRIVE
LOCATIONS
TAGS
654
690

FIG. 6K

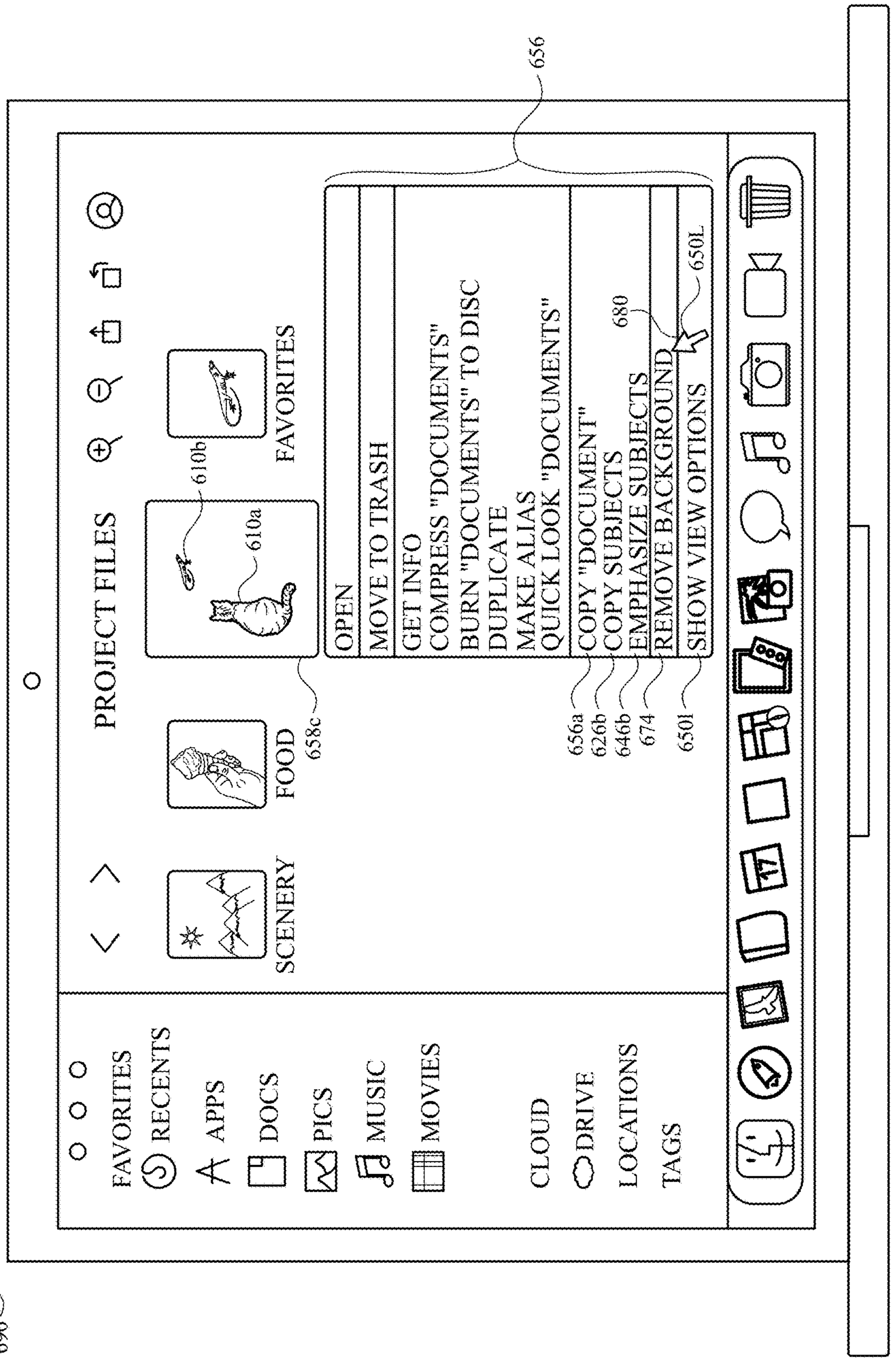

690
656
PROJECT FILES
SCENERY
FOOD
FAVORITES
610b
610a
658c
OPEN
MOVE TO TRASH
GET INFO
COMPRESS "DOCUMENTS"
BURN "DOCUMENTS" TO DISC
DUPLICATE
MAKE ALIAS
QUICK LOOK "DOCUMENTS"
COPY "DOCUMENT"
COPY SUBJECTS
EMPHASIZE SUBJECTS
REMOVE BACKGROUND
SHOW VIEW OPTIONS
650L
680
656a
626b
646b
674
650l
FAVORITES
RECENTS
APPS
DOCS
PICS
MUSIC
MOVIES
CLOUD
DRIVE
LOCATIONS
TAGS

FIG. 6L

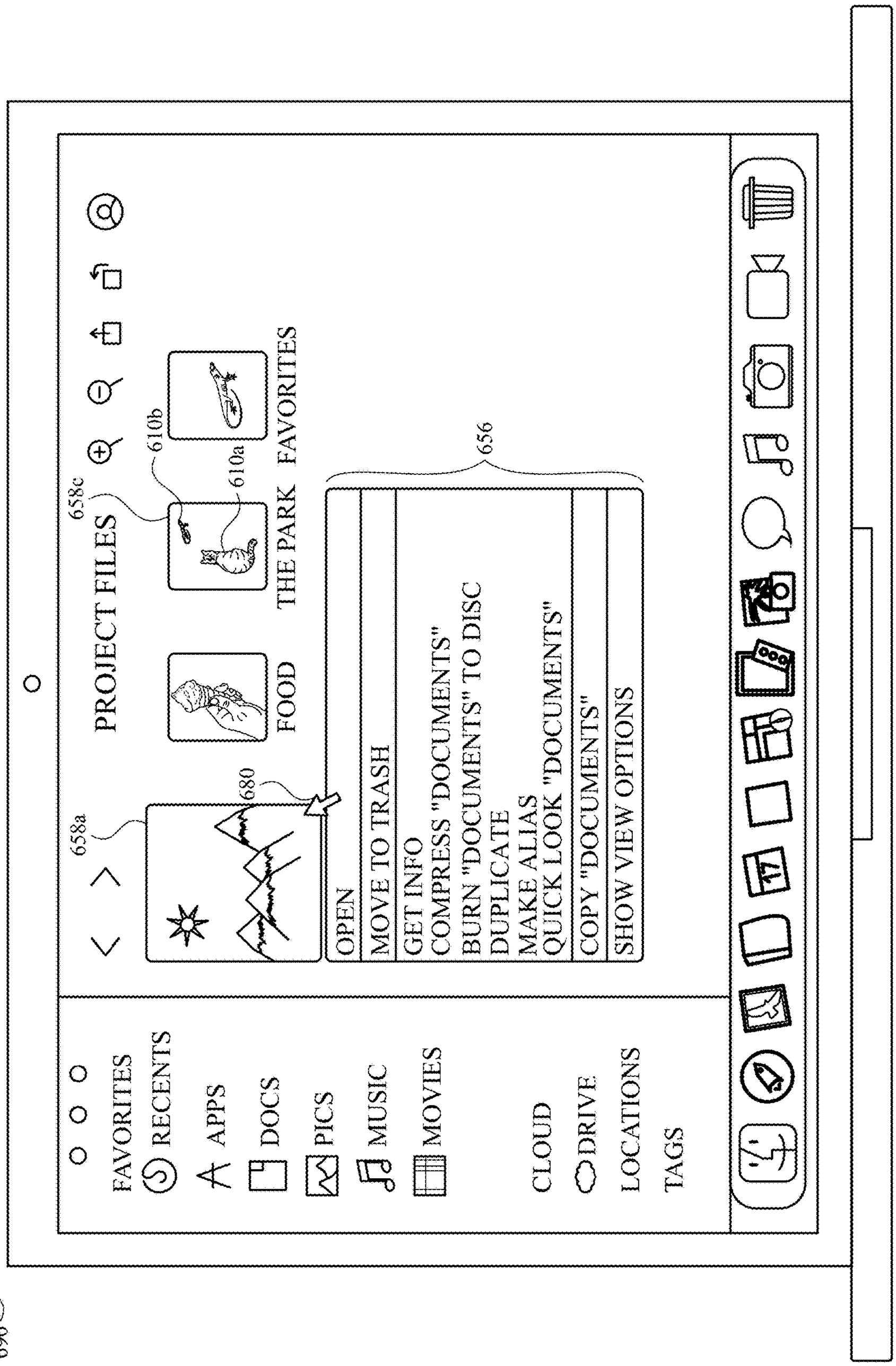

690
FAVORITES
RECENTS
APPS
DOCS
PICS
MUSIC
MOVIES
CLOUD
DRIVE
LOCATIONS
TAGS
PROJECT FILES
FOOD
THE PARK
FAVORITES
658a
658c
610a
610b
680
656
OPEN
MOVE TO TRASH
GET INFO
COMPRESS "DOCUMENTS"
BURN "DOCUMENTS" TO DISC
DUPLICATE
MAKE ALIAS
QUICK LOOK "DOCUMENTS"
COPY "DOCUMENTS"
SHOW VIEW OPTIONS

FIG. 6M

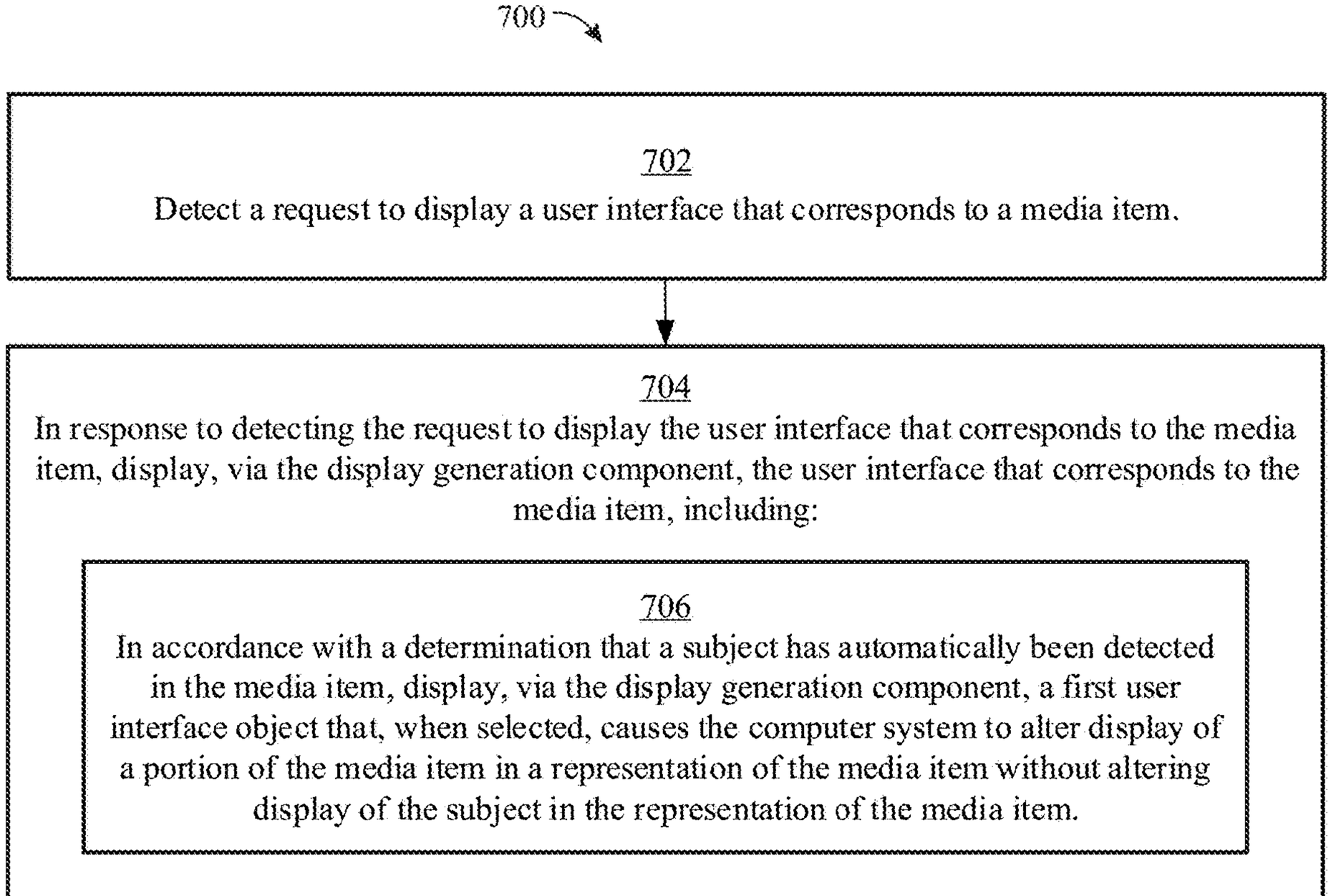

700
702
Detect a request to display a user interface that corresponds to a media item.
704
In response to detecting the request to display the user interface that corresponds to the media item, display, via the display generation component, the user interface that corresponds to the media item, including:
706
In accordance with a determination that a subject has automatically been detected in the media item, display, via the display generation component, a first user interface object that, when selected, causes the computer system to alter display of a portion of the media item in a representation of the media item without altering display of the subject in the representation of the media item.
708
In accordance with a determination that the subject has not automatically been detected in the media item, forgo displaying of the first user interface object.

FIG. 7

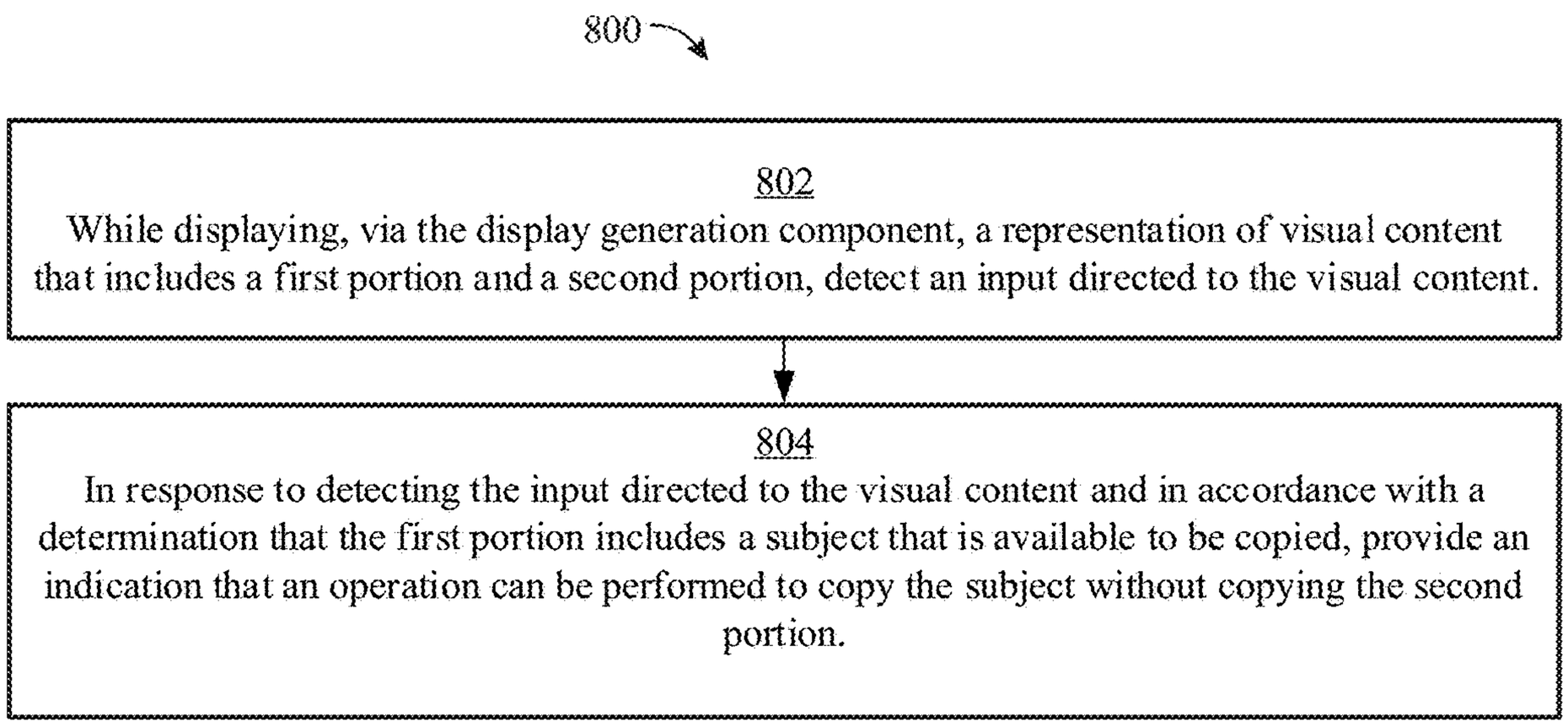

800
802
While displaying, via the display generation component, a representation of visual content that includes a first portion and a second portion, detect an input directed to the visual content.
804
In response to detecting the input directed to the visual content and in accordance with a determination that the first portion includes a subject that is available to be copied, provide an indication that an operation can be performed to copy the subject without copying the second portion.

FIG. 8

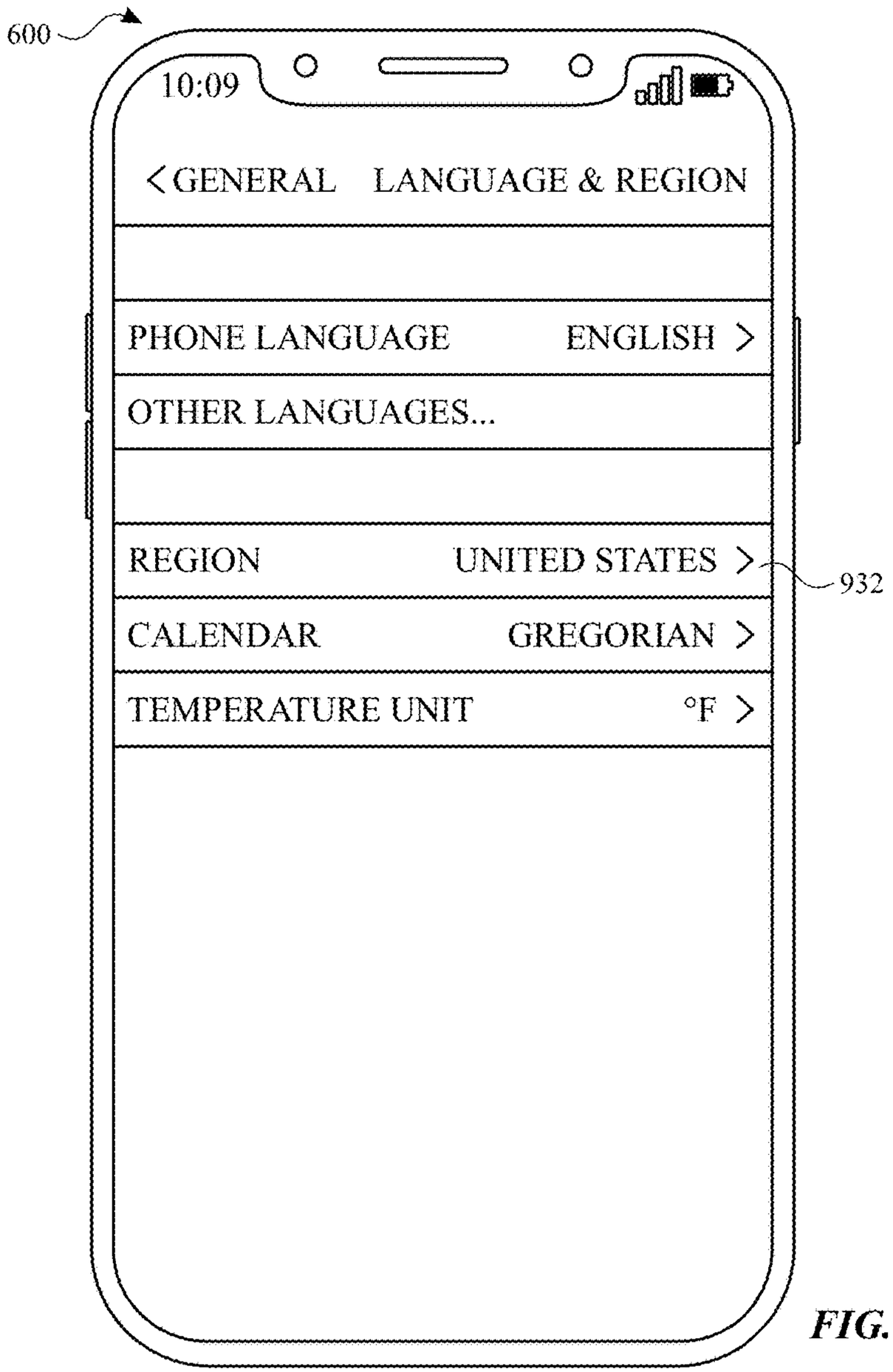

600
10:09
< GENERAL LANGUAGE & REGION
PHONE LANGUAGE ENGLISH >
OTHER LANGUAGES...
REGION UNITED STATES >
CALENDAR GREGORIAN >
TEMPERATURE UNIT °F >
932

FIG. 9A

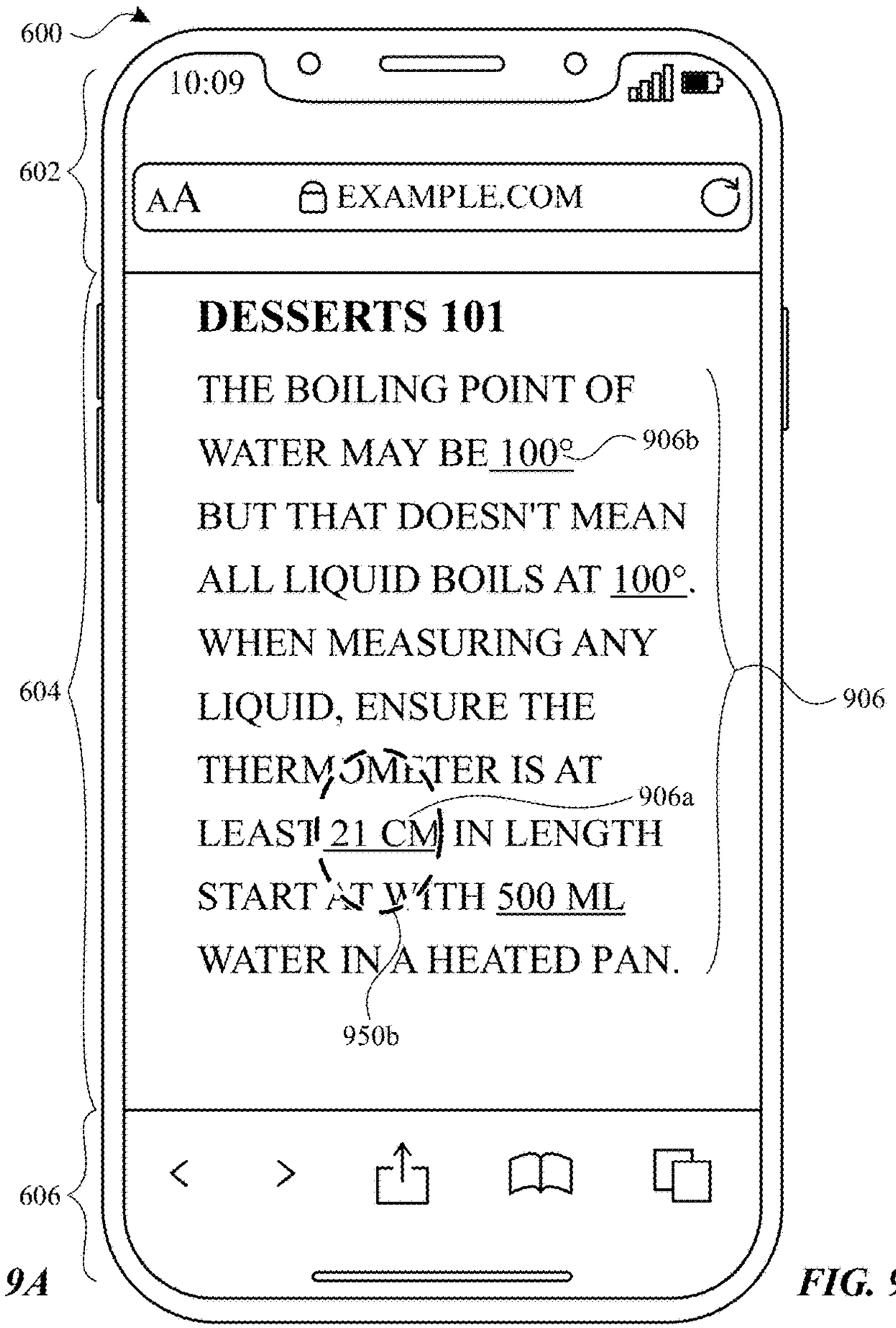

600
10:09
602
AA
EXAMPLE.COM
DESSERTS 101
THE BOILING POINT OF WATER MAY BE 100°
906b
BUT THAT DOESN'T MEAN ALL LIQUID BOILS AT 100°.
WHEN MEASURING ANY LIQUID, ENSURE THE THERMOMETER IS AT LEAST 21 CM IN LENGTH
906a
START WITH 500 ML WATER IN A HEATED PAN.
906
950b
604
606

FIG. 9B

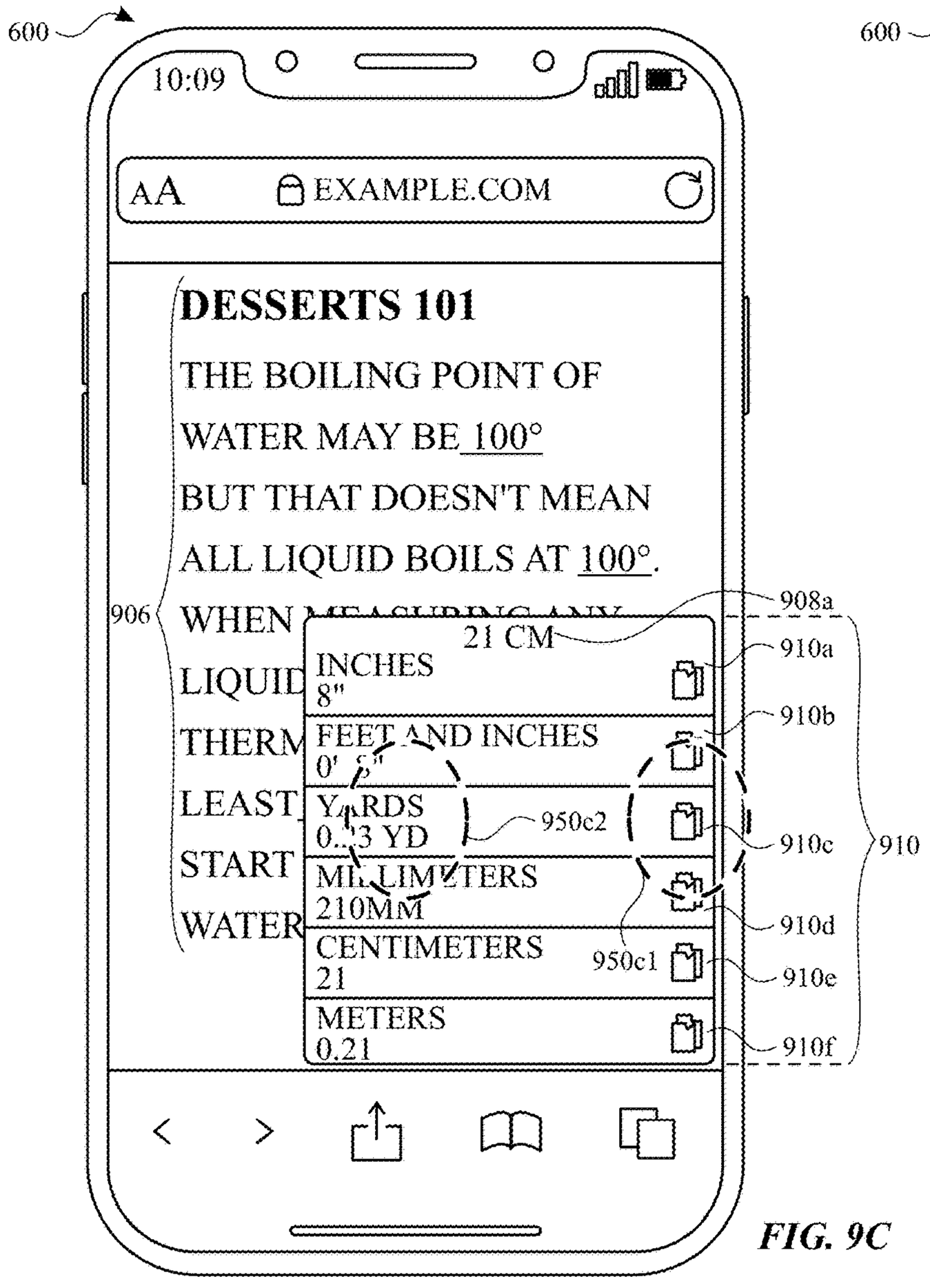

600
10:09
AA
EXAMPLE.COM
DESSERTS 101
THE BOILING POINT OF
WATER MAY BE 100°
BUT THAT DOESN'T MEAN
ALL LIQUID BOILS AT 100°.
906
WHEN
LIQUID
THERM
LEAST
START
WATER
908a
21 CM
910a
INCHES
8"
910b
FEET AND INCHES
950c2
910c
910
950c1
910d
910e
910f
CENTIMETERS
21
METERS
0.21

FIG. 9C

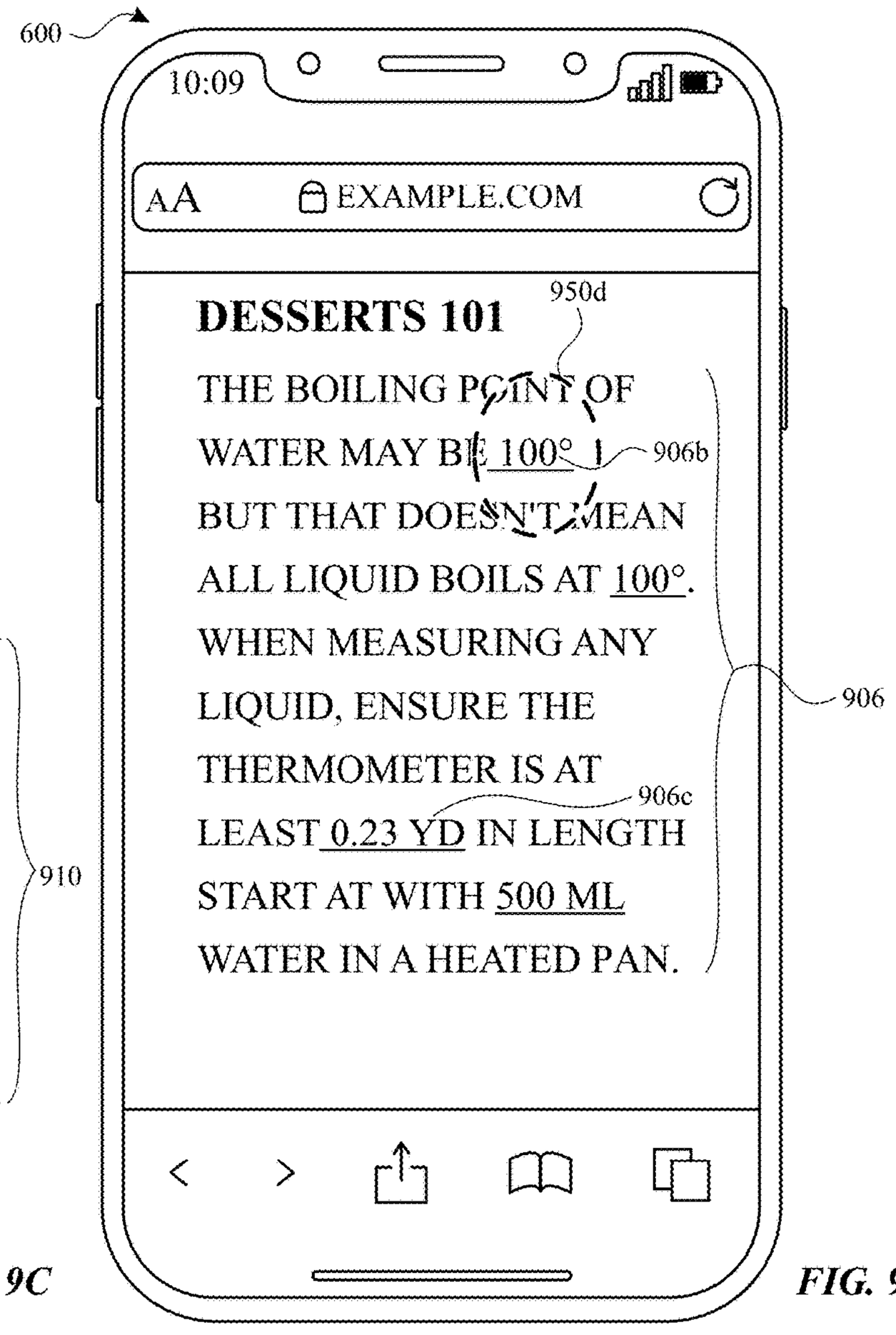

600
10:09
AA
EXAMPLE.COM
950d
DESSERTS 101
THE BOILING POINT OF
WATER MAY BE 100°
906b
BUT THAT DOESN'T MEAN
ALL LIQUID BOILS AT 100°.
WHEN MEASURING ANY
LIQUID, ENSURE THE
THERMOMETER IS AT
906c
LEAST 0.23 YD IN LENGTH
START AT WITH 500 ML
WATER IN A HEATED PAN.
906

FIG. 9D

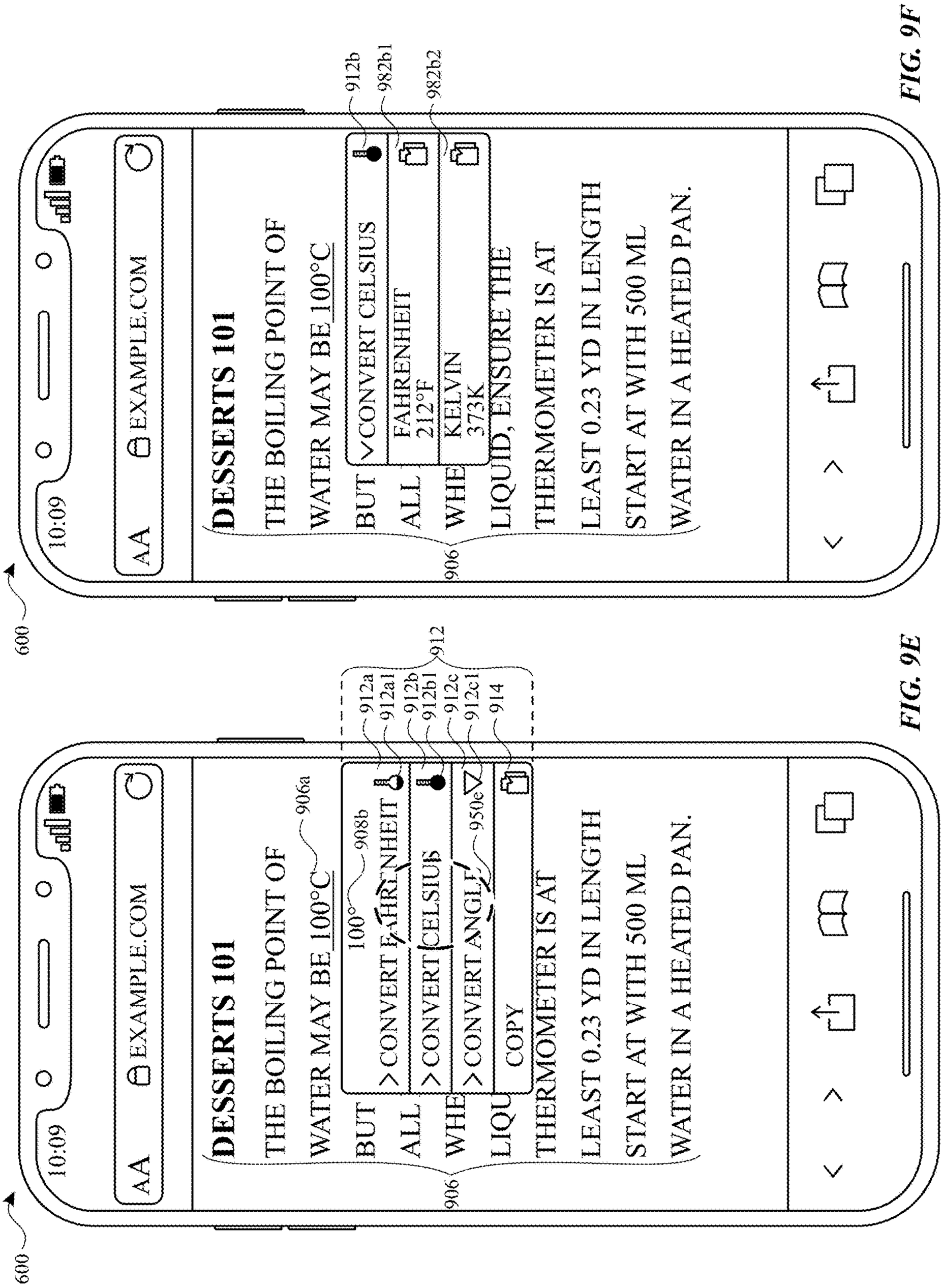

600
10:09
AA
EXAMPLE.COM
DESSERTS 101
THE BOILING POINT OF
WATER MAY BE 100°C
BUT
ALL
WHE
LIQUID, ENSURE THE
THERMOMETER IS AT
LEAST 0.23 YD IN LENGTH
START AT WITH 500 ML
WATER IN A HEATED PAN.
906
912b
982b1
982b2
CONVERT CELSIUS
FAHRENHEIT
212°F
KELVIN
373K
912
912a
912a1
912b
912b1
912c
912c1
914
906a
908b
950e
100°
CONVERT FAHRENHEIT
CONVERT CELSIUS
CONVERT ANGLE
COPY

FIG. 9F

FIG. 9E

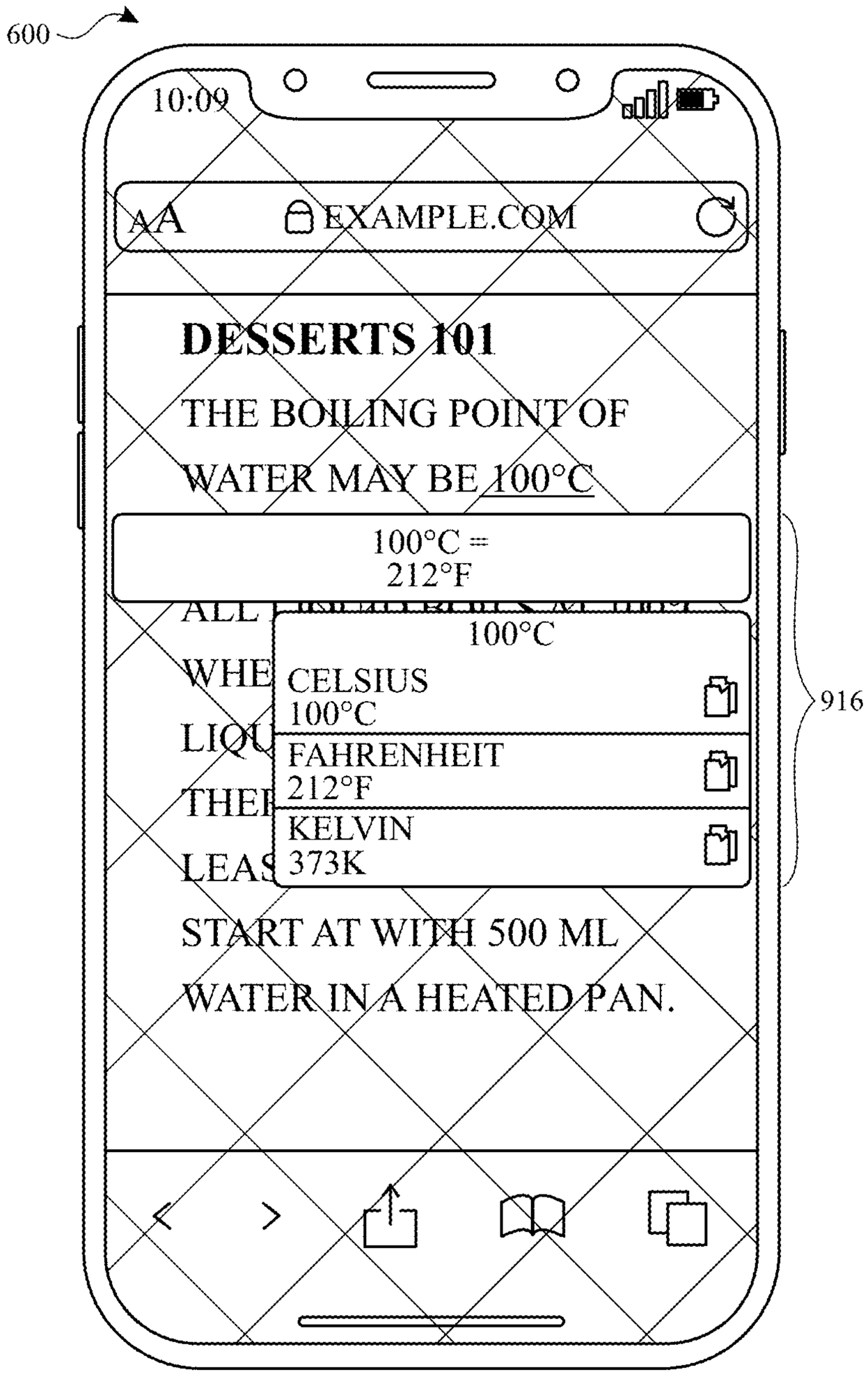

600
10:09
AA
EXAMPLE.COM
DESSERTS 101
THE BOILING POINT OF
WATER MAY BE 100°C
100°C =
212°F
100°C
CELSIUS
100°C
FAHRENHEIT
212°F
KELVIN
373K
916
START AT WITH 500 ML
WATER IN A HEATED PAN.

FIG. 9G

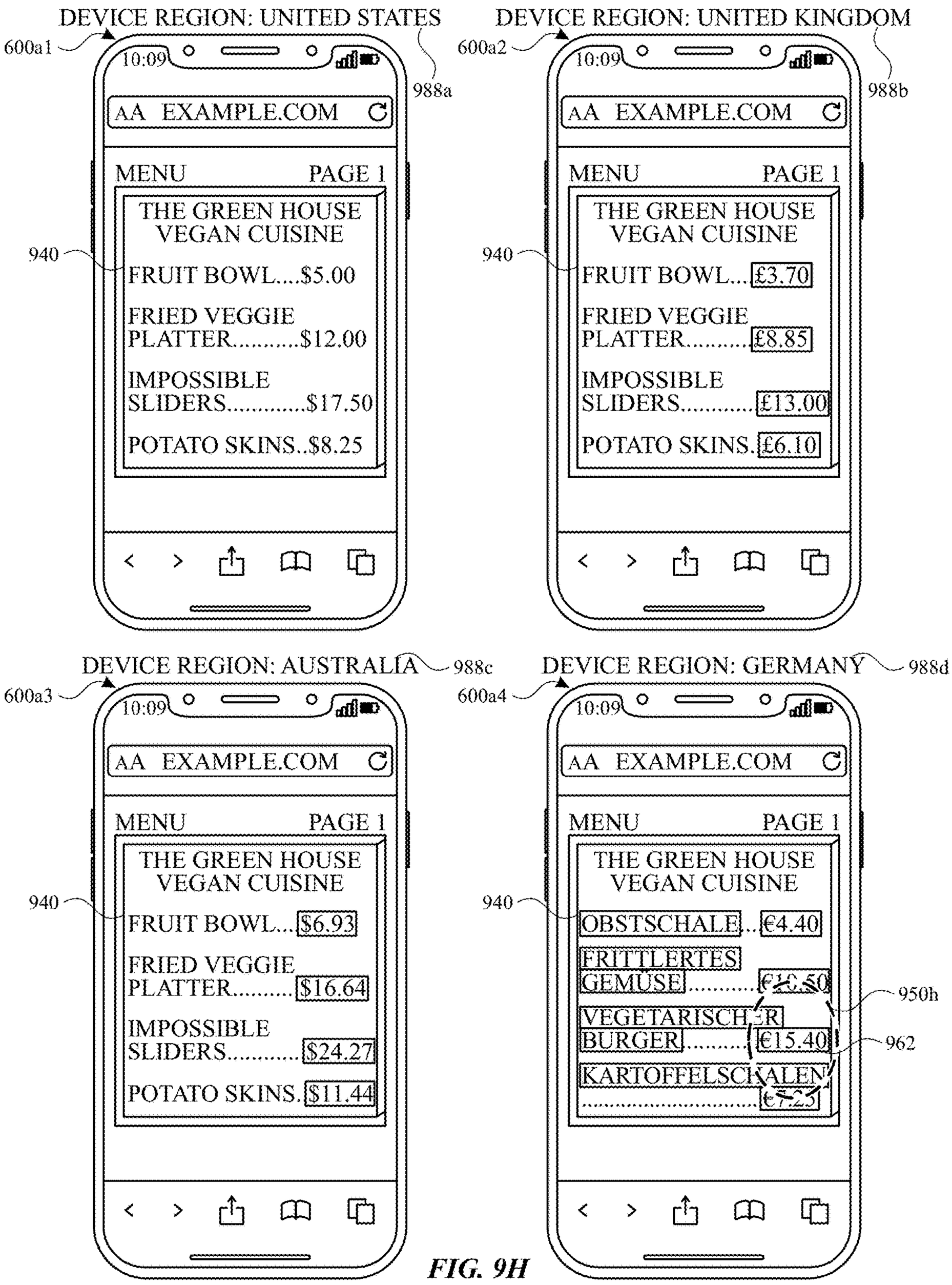

DEVICE REGION: UNITED STATES
600a1
10:09
988a
AA EXAMPLE.COM
MENU PAGE 1
940
THE GREEN HOUSE
VEGAN CUISINE
FRUIT BOWL....$5.00
FRIED VEGGIE PLATTER.....$12.00
IMPOSSIBLE SLIDERS.....$17.50
POTATO SKINS..$8.25
DEVICE REGION: UNITED KINGDOM
600a2
988b
FRUIT BOWL...£3.70
FRIED VEGGIE PLATTER.....£8.85
IMPOSSIBLE SLIDERS.....£13.00
POTATO SKINS.£6.10
DEVICE REGION: AUSTRALIA
600a3
988c
FRUIT BOWL...$6.93
FRIED VEGGIE PLATTER.....$16.64
IMPOSSIBLE SLIDERS.....$24.27
POTATO SKINS.$11.44
DEVICE REGION: GERMANY
600a4
988d
OBSTSCHALE..€4.40
FRITTLERTES GEMÜSE.....€10.50
VEGETARISCHER BURGER.....€15.40
KARTOFFELSCHALEN.....€7.25
950h
962

FIG. 9H

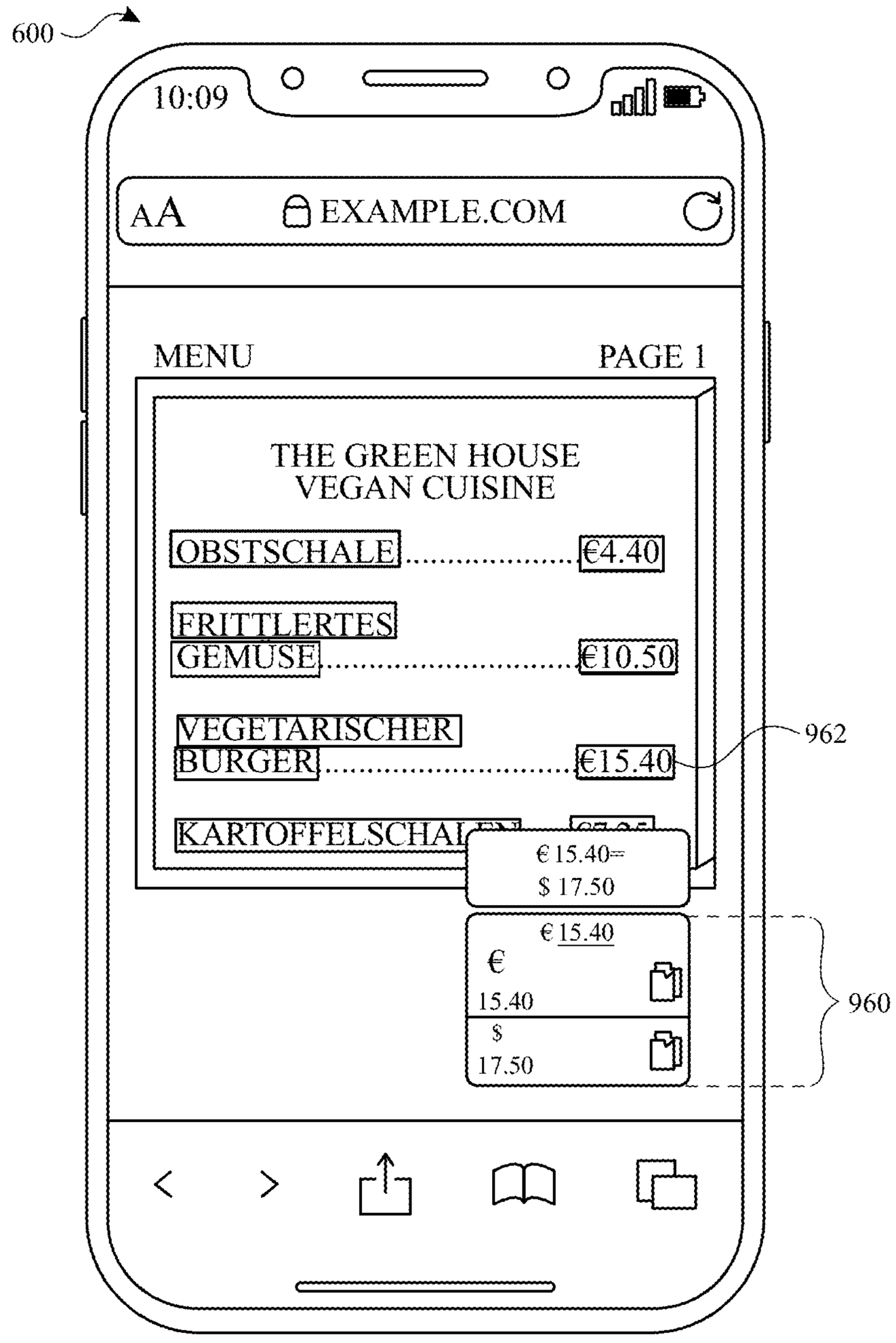

600
10:09
AA
EXAMPLE.COM
MENU
PAGE 1
THE GREEN HOUSE
VEGAN CUISINE
OBSTSCHALE €4.40
FRITTLERTES GEMÜSE €10.50
VEGETARISCHER BURGER €15.40
962
KARTOFFELSCHAL
€ 15.40=
$ 17.50
€ 15.40
€
15.40
$
17.50
960

FIG. 9I

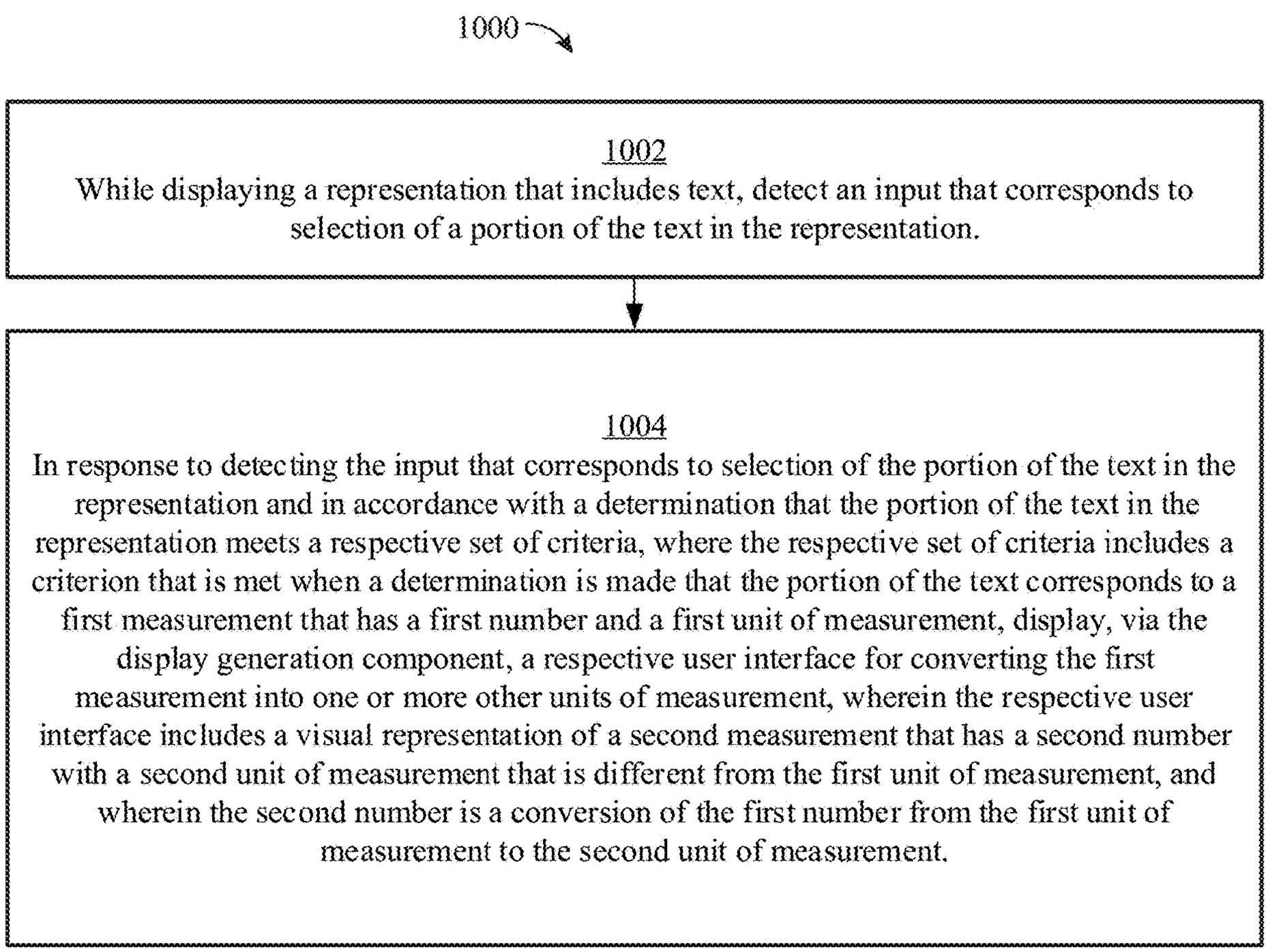

1000
1002
While displaying a representation that includes text, detect an input that corresponds to selection of a portion of the text in the representation.
1004
In response to detecting the input that corresponds to selection of the portion of the text in the representation and in accordance with a determination that the portion of the text in the representation meets a respective set of criteria, where the respective set of criteria includes a criterion that is met when a determination is made that the portion of the text corresponds to a first measurement that has a first number and a first unit of measurement, display, via the display generation component, a respective user interface for converting the first measurement into one or more other units of measurement, wherein the respective user interface includes a visual representation of a second measurement that has a second number with a second unit of measurement that is different from the first unit of measurement, and wherein the second number is a conversion of the first number from the first unit of measurement to the second unit of measurement.

FIG. 10

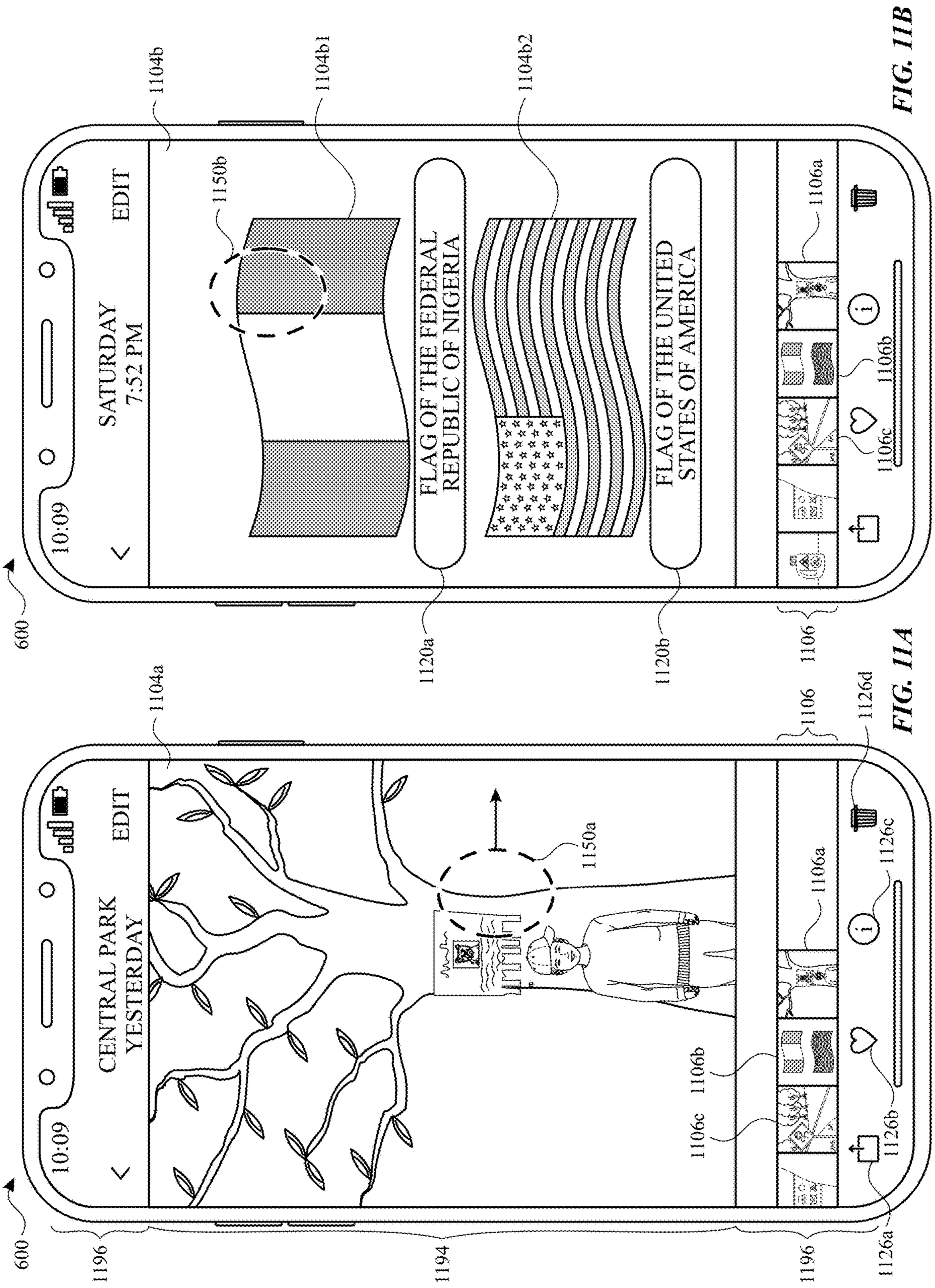


FIG. 11A

FIG. 11B

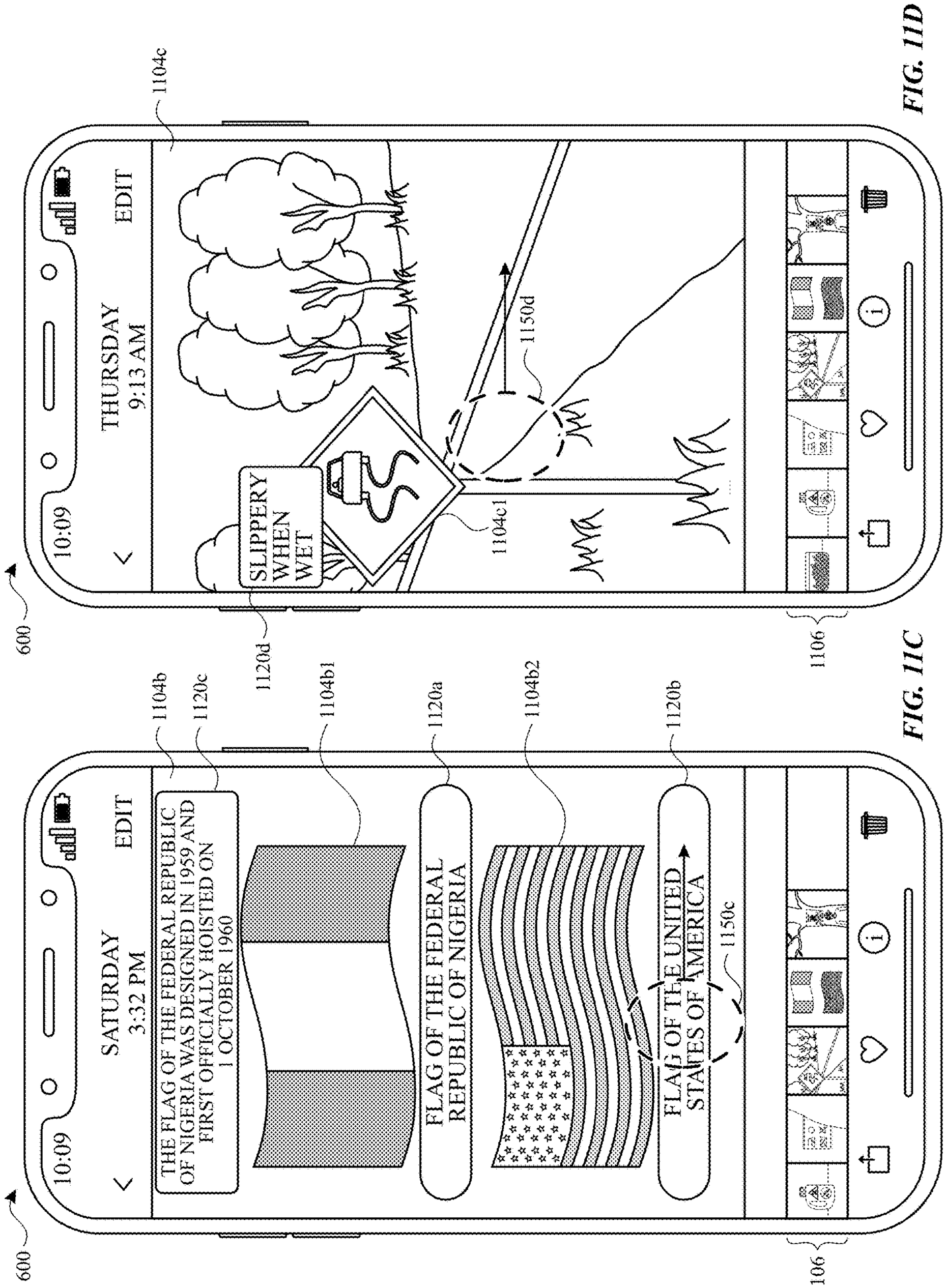


FIG. 11C

FIG. 11D

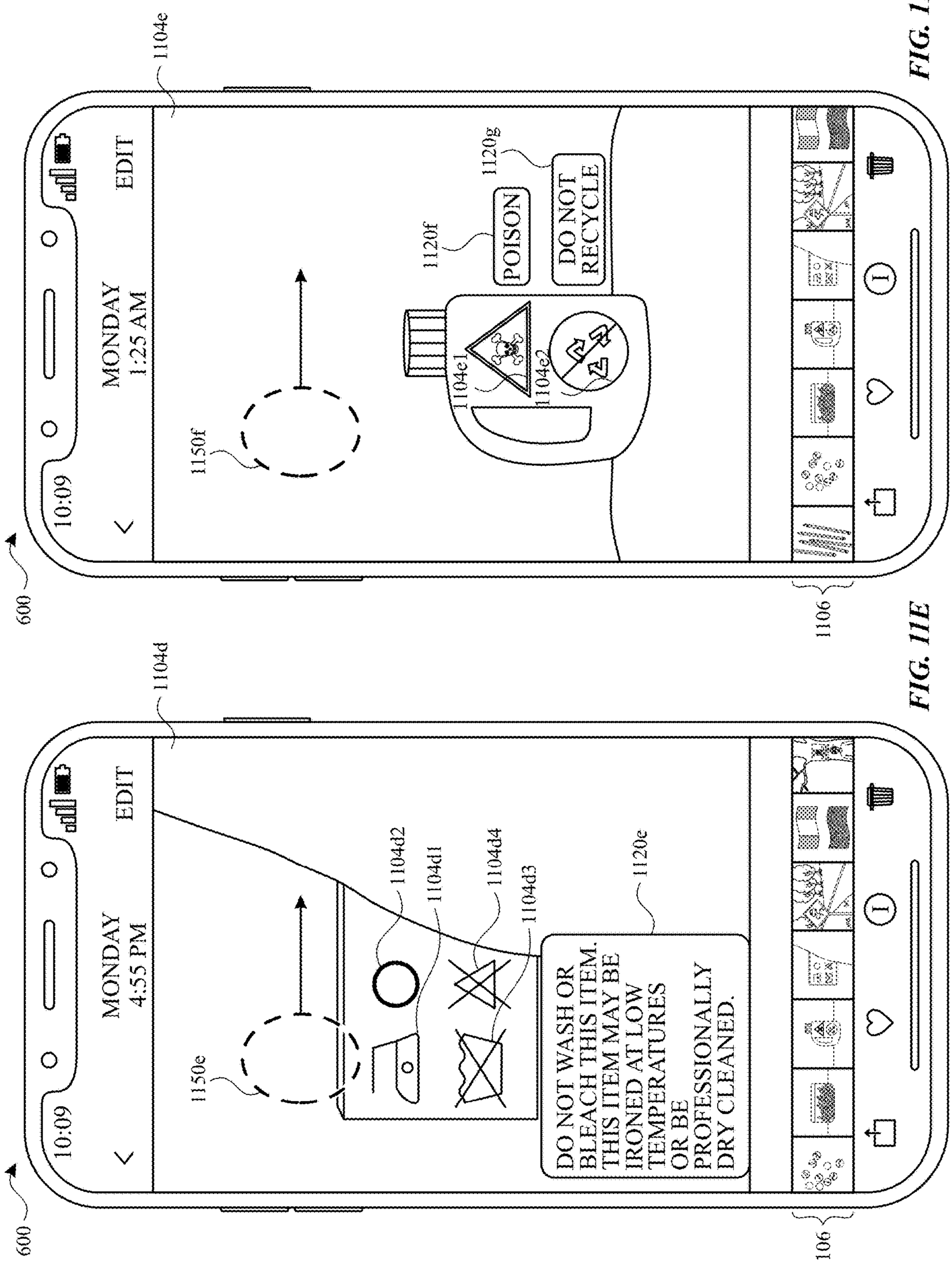


FIG. 11E

FIG. 11F

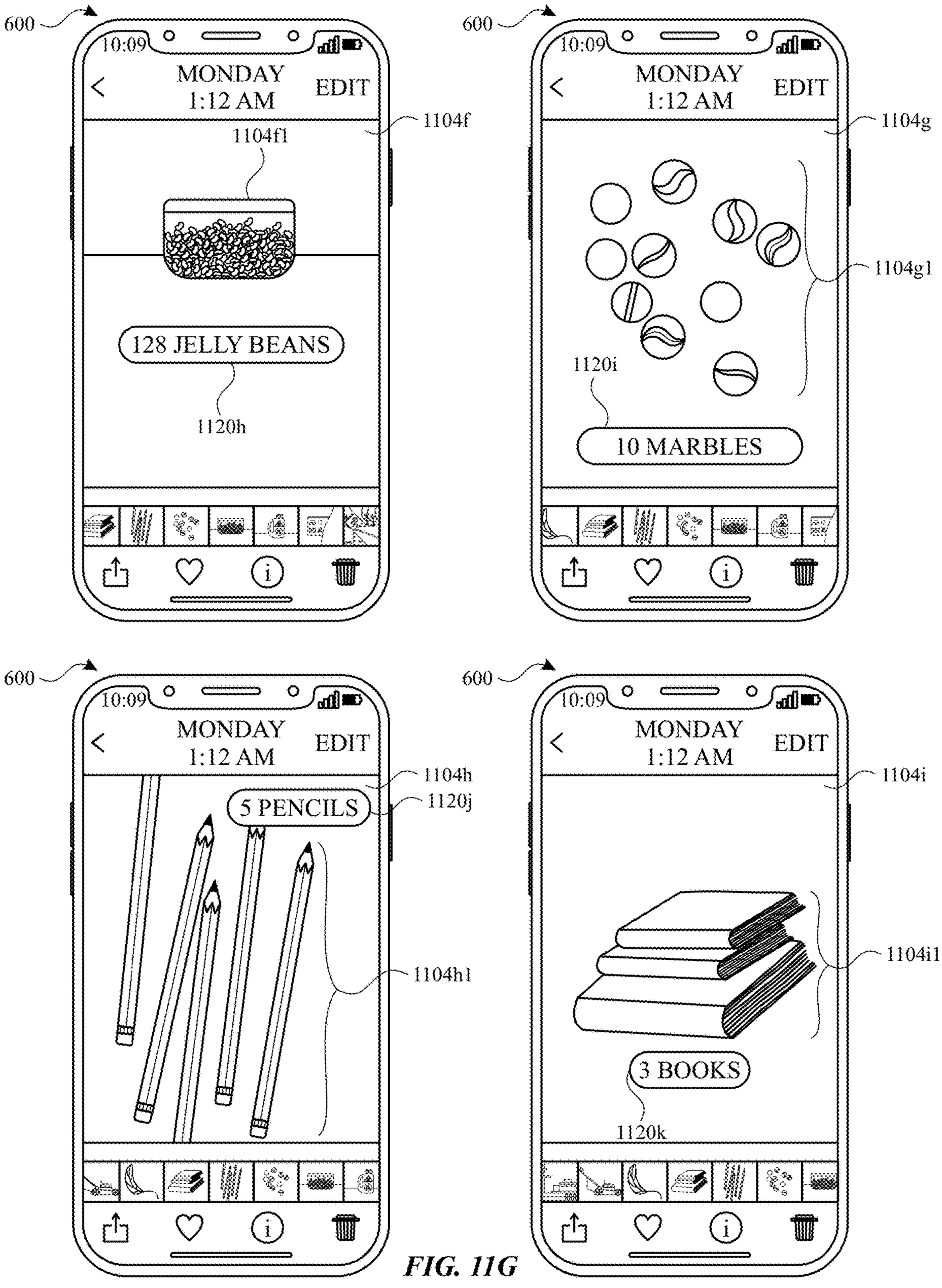

600
10:09
MONDAY
1:12 AM
EDIT
1104f
1104f1
128 JELLY BEANS
1120h
600
10:09
MONDAY
1:12 AM
EDIT
1104g
1104g1
1120i
10 MARBLES
600
10:09
MONDAY
1:12 AM
EDIT
1104h
5 PENCILS
1120j
1104h1
600
10:09
MONDAY
1:12 AM
EDIT
1104i
1104i1
3 BOOKS
1120k

FIG. 11G

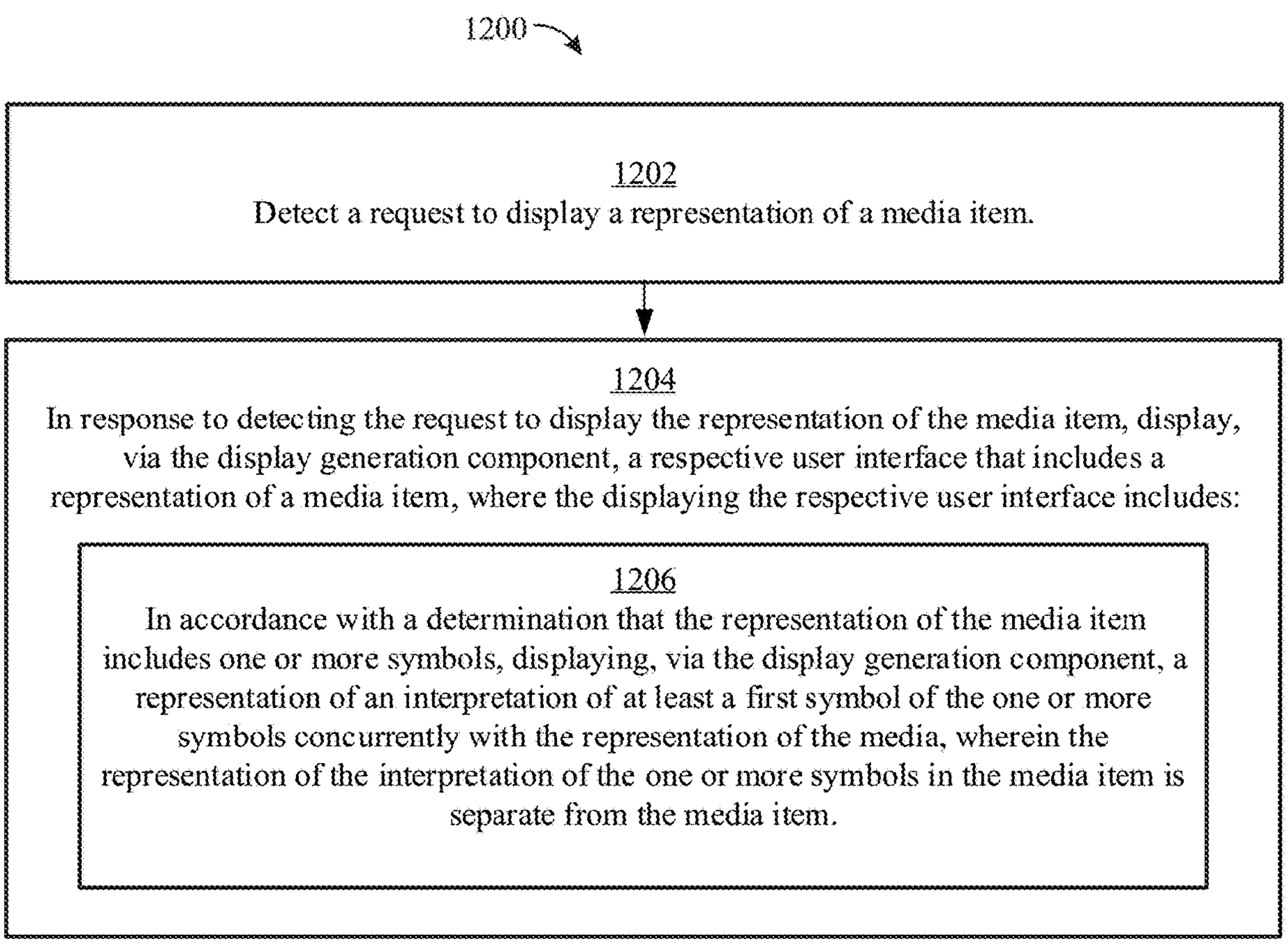

1200
1202
Detect a request to display a representation of a media item.
1204
In response to detecting the request to display the representation of the media item, display, via the display generation component, a respective user interface that includes a representation of a media item, where the displaying the respective user interface includes:
1206
In accordance with a determination that the representation of the media item includes one or more symbols, displaying, via the display generation component, a representation of an interpretation of at least a first symbol of the one or more symbols concurrently with the representation of the media, wherein the representation of the interpretation of the one or more symbols in the media item is separate from the media item.

FIG. 12

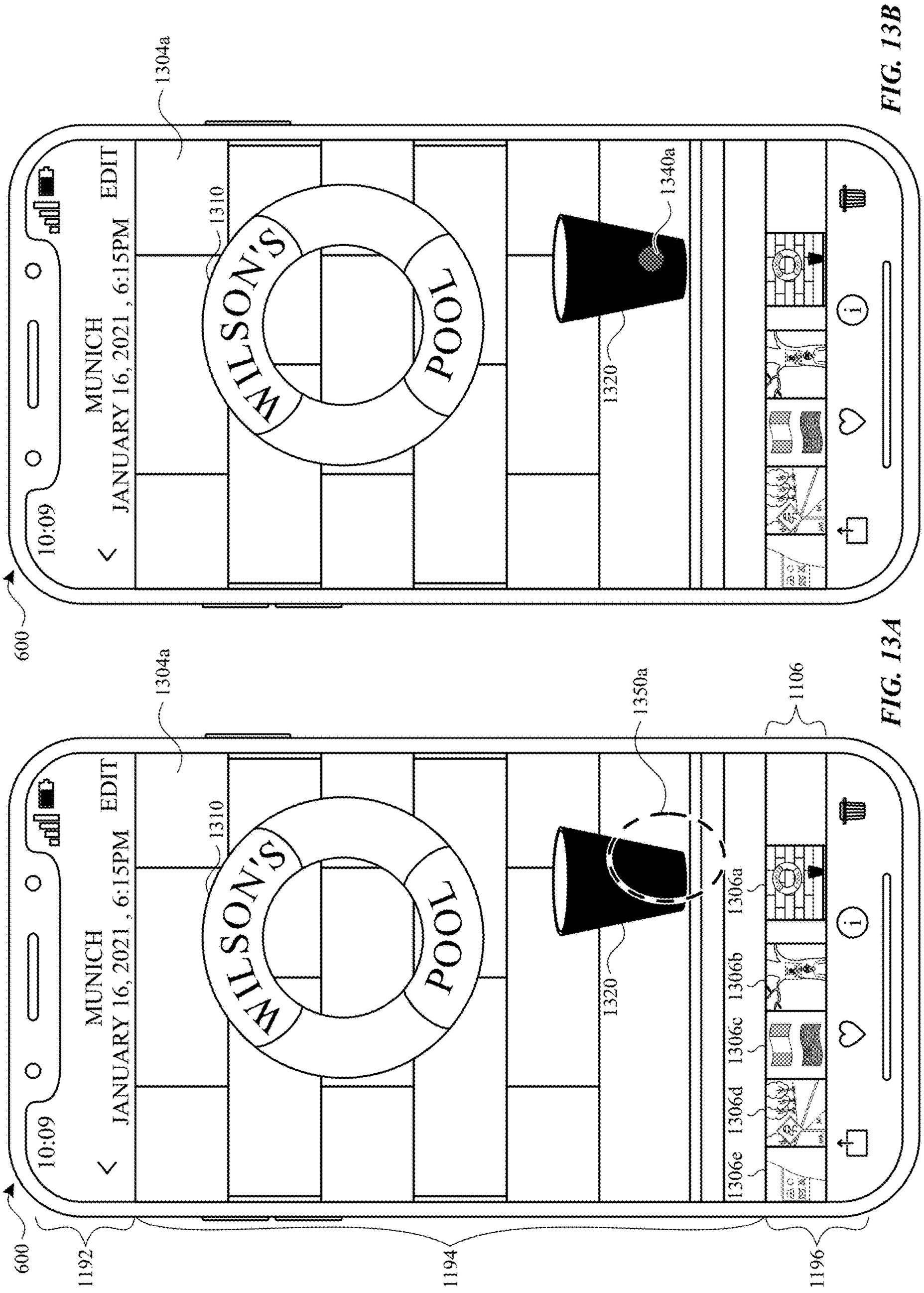


FIG. 13B

FIG. 13A

FIG. 13D

FIG. 13C

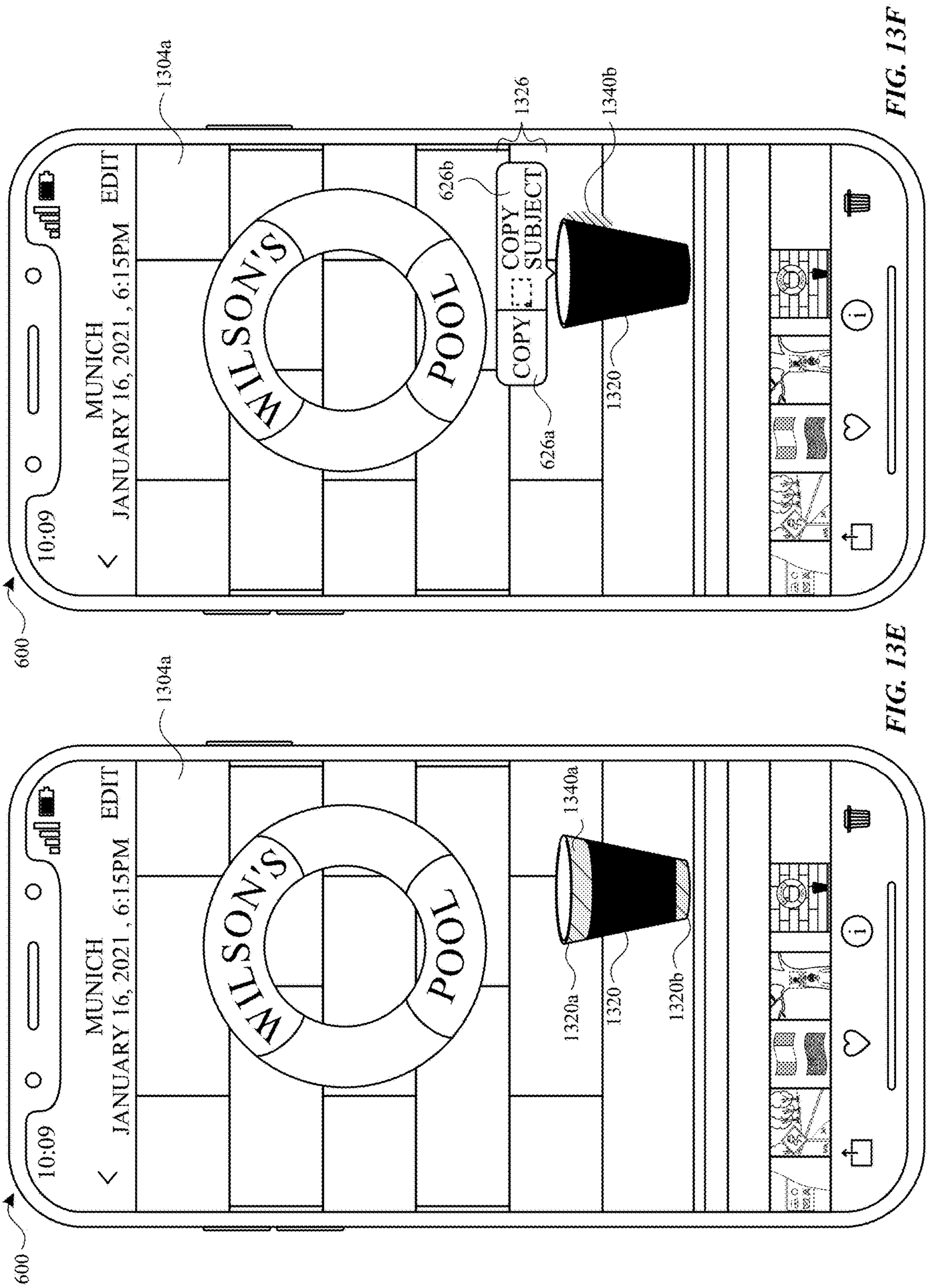


FIG. 13F

FIG. 13E

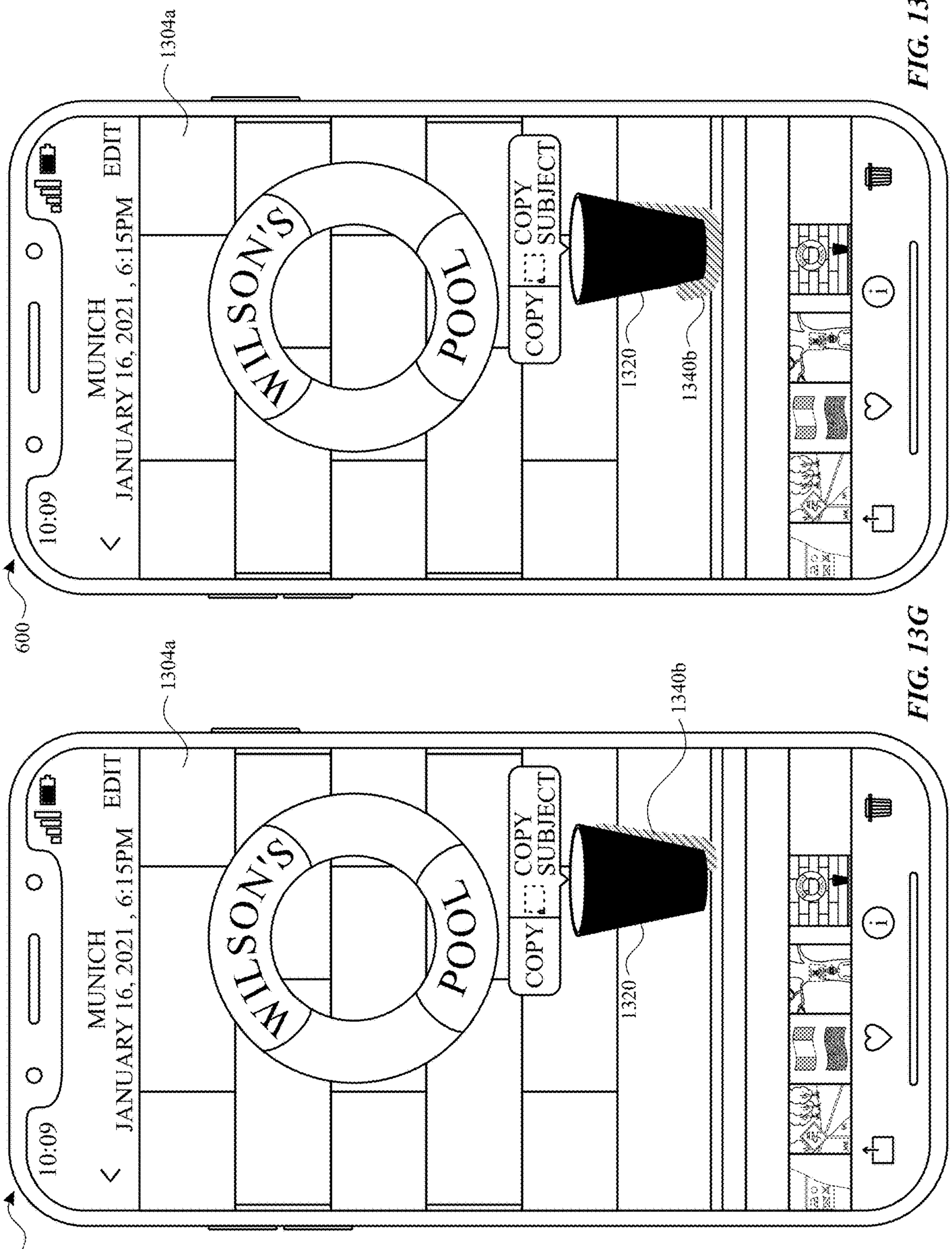


FIG. 13G

FIG. 13H

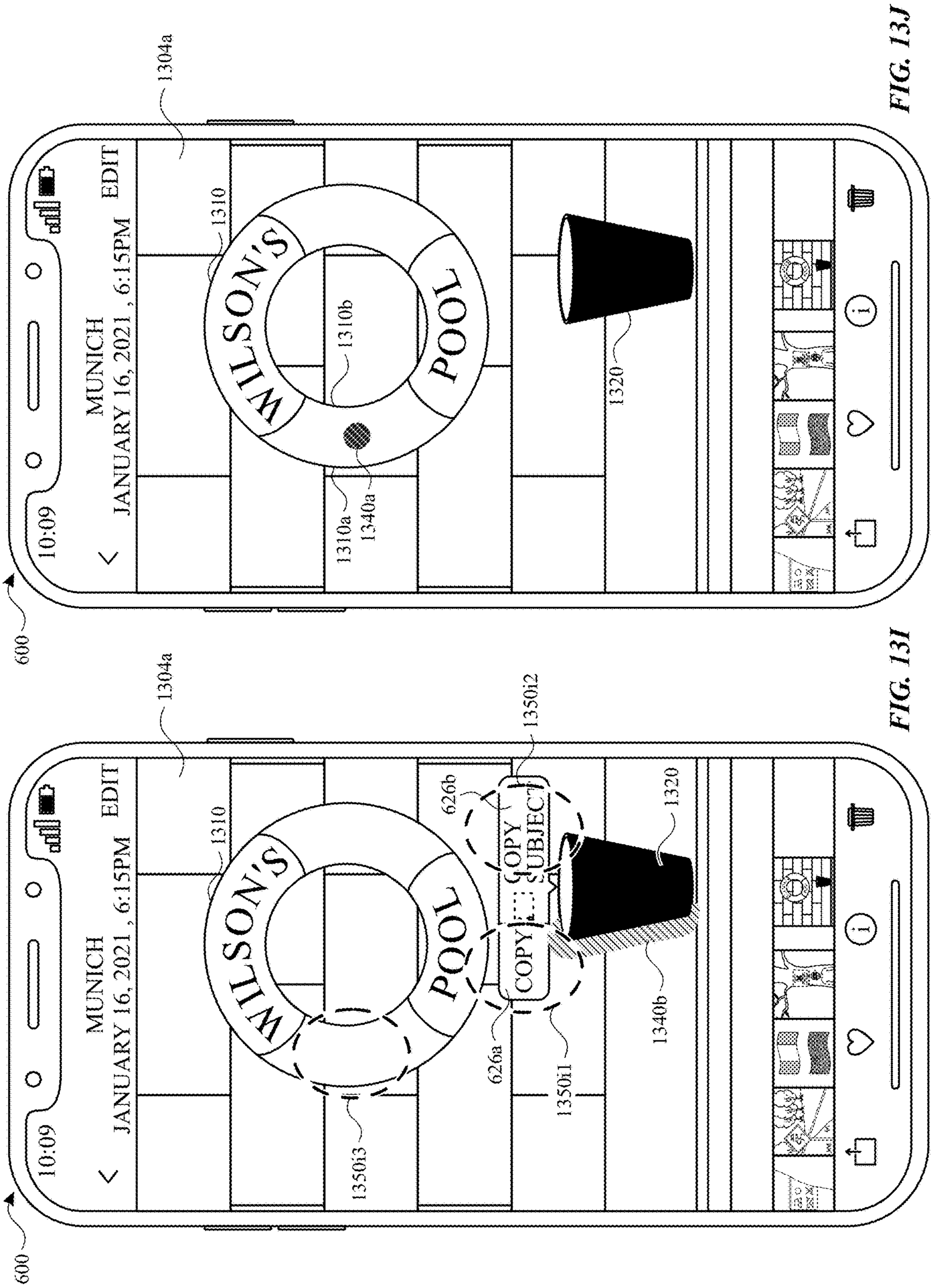


FIG. 13J

FIG. 13I

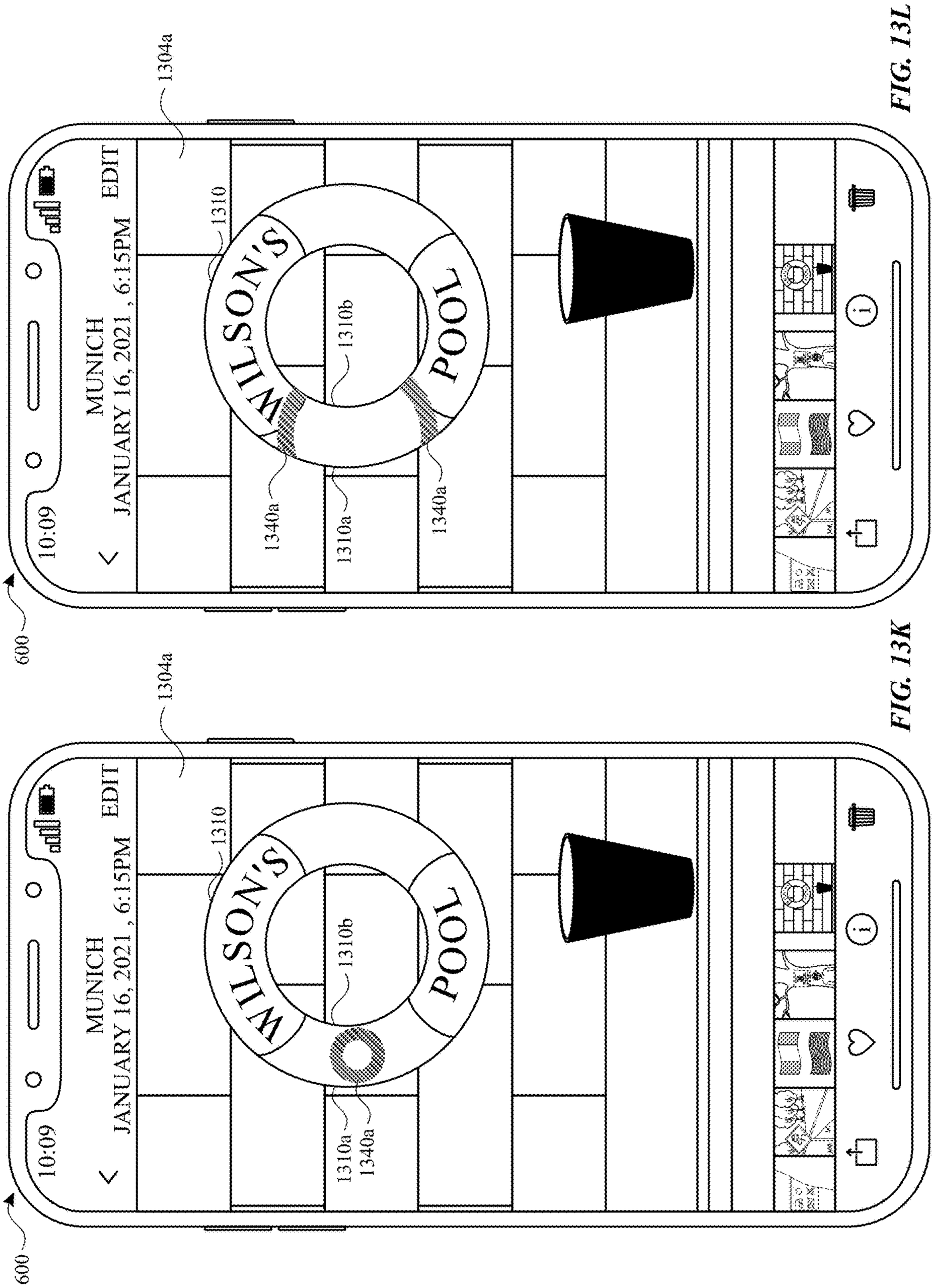


FIG. 13K

FIG. 13L

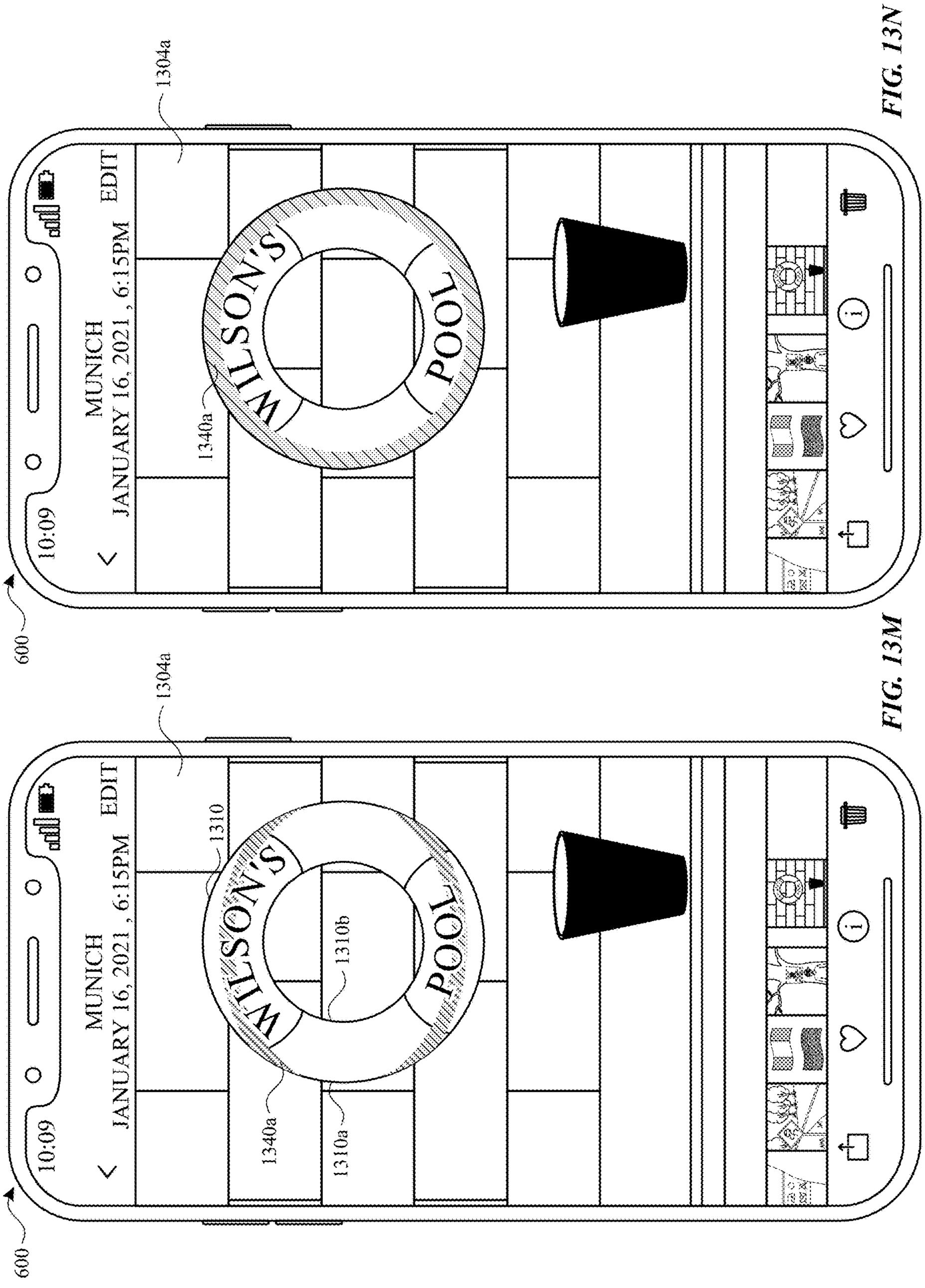


FIG. 13N

FIG. 13M

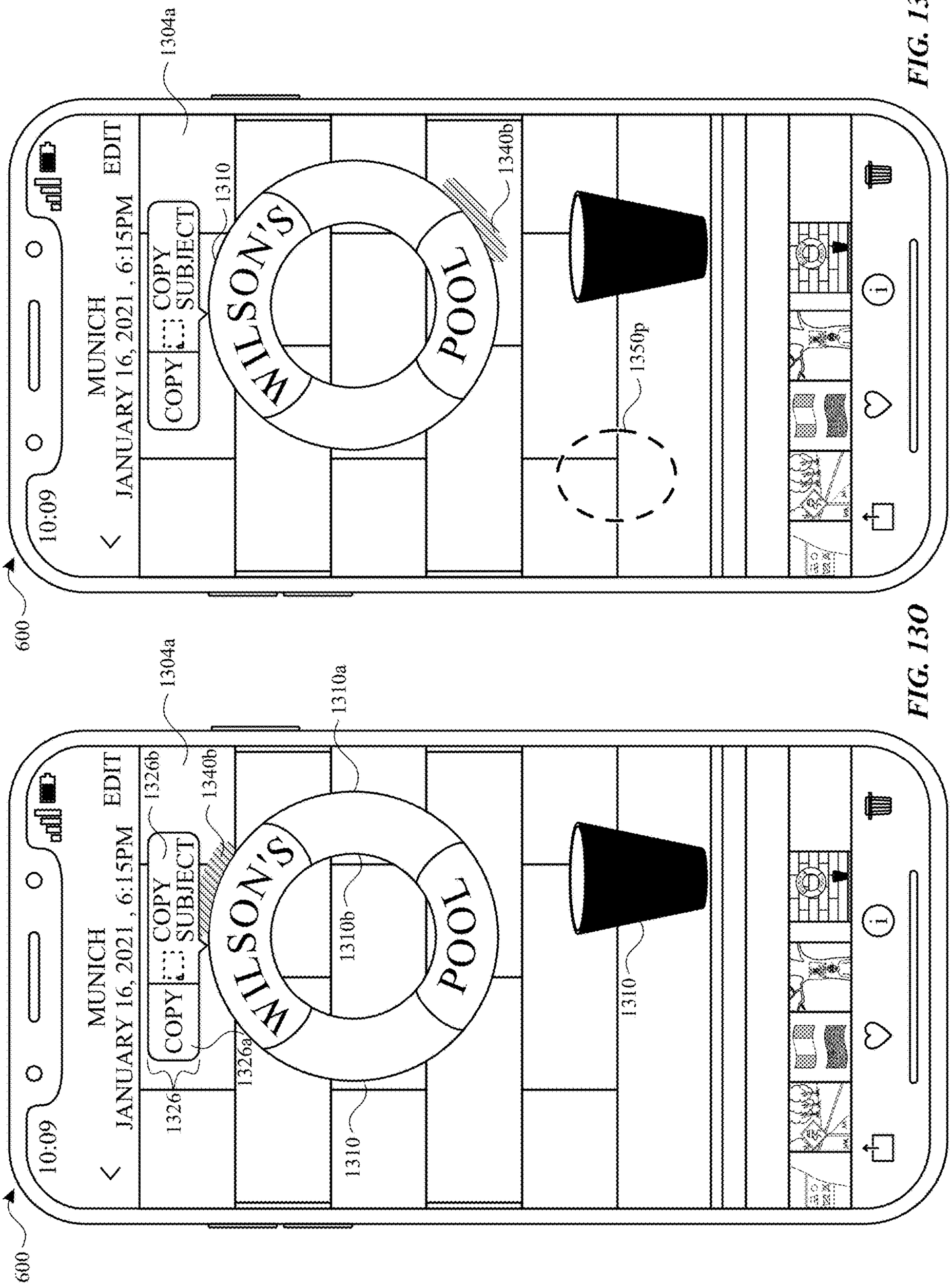


FIG. 13P

FIG. 13O

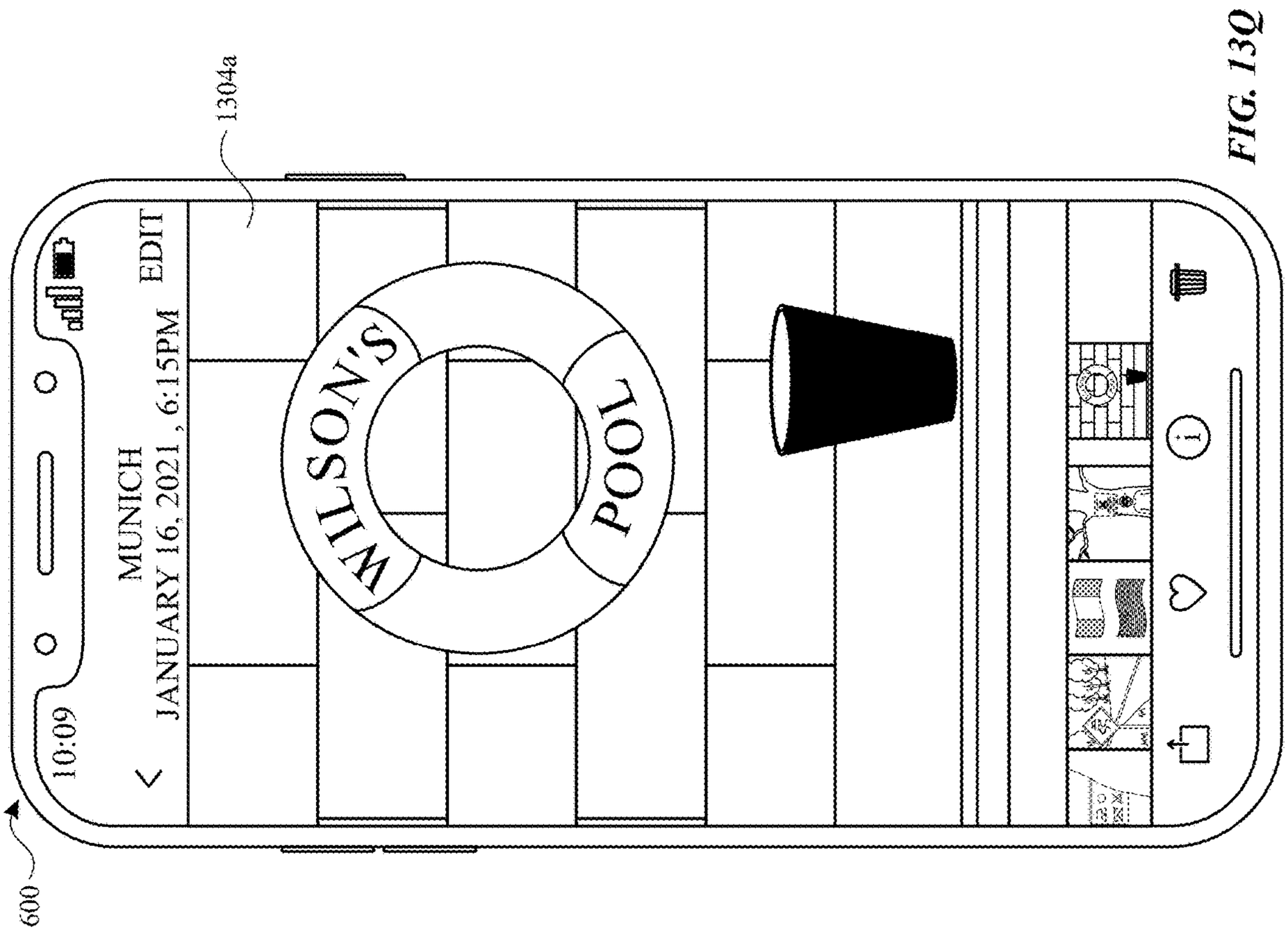

600
10:09
MUNICH
JANUARY 16, 2021 , 6:15PM
EDIT
1304a
WILSON'S
POOL

FIG. 13

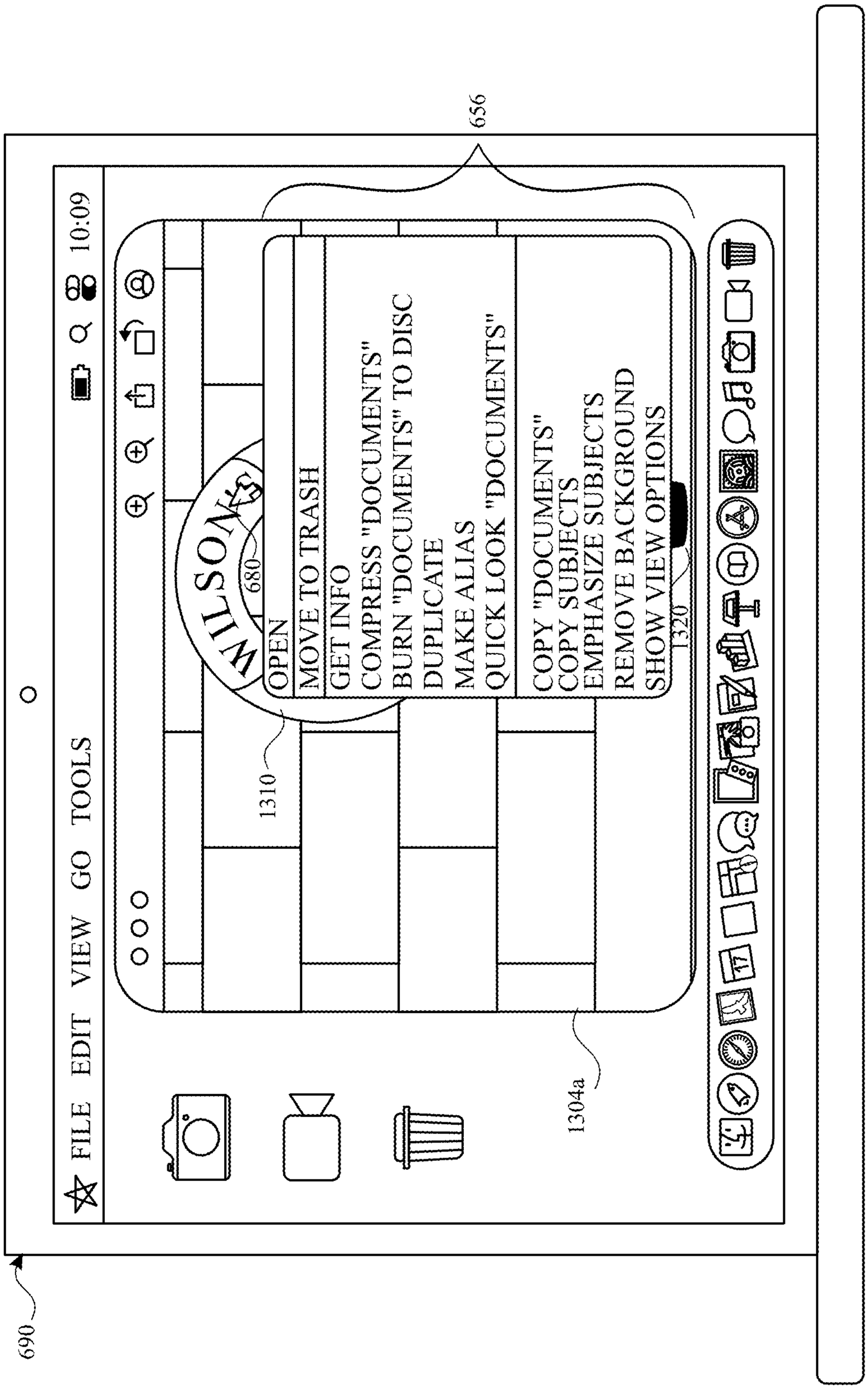

656
FILE EDIT VIEW GO TOOLS
Tue 10:09
WILSON
OPEN
MOVE TO TRASH
GET INFO
COMPRESS "DOCUMENTS"
BURN "DOCUMENTS" TO DISC
DUPLICATE
MAKE ALIAS
QUICK LOOK "DOCUMENTS"
COPY "DOCUMENTS"
COPY SUBJECTS
EMPHASIZE SUBJECTS
REMOVE BACKGROUND
SHOW VIEW OPTIONS
680
1310
1320
1304a
690

FIG. 13R

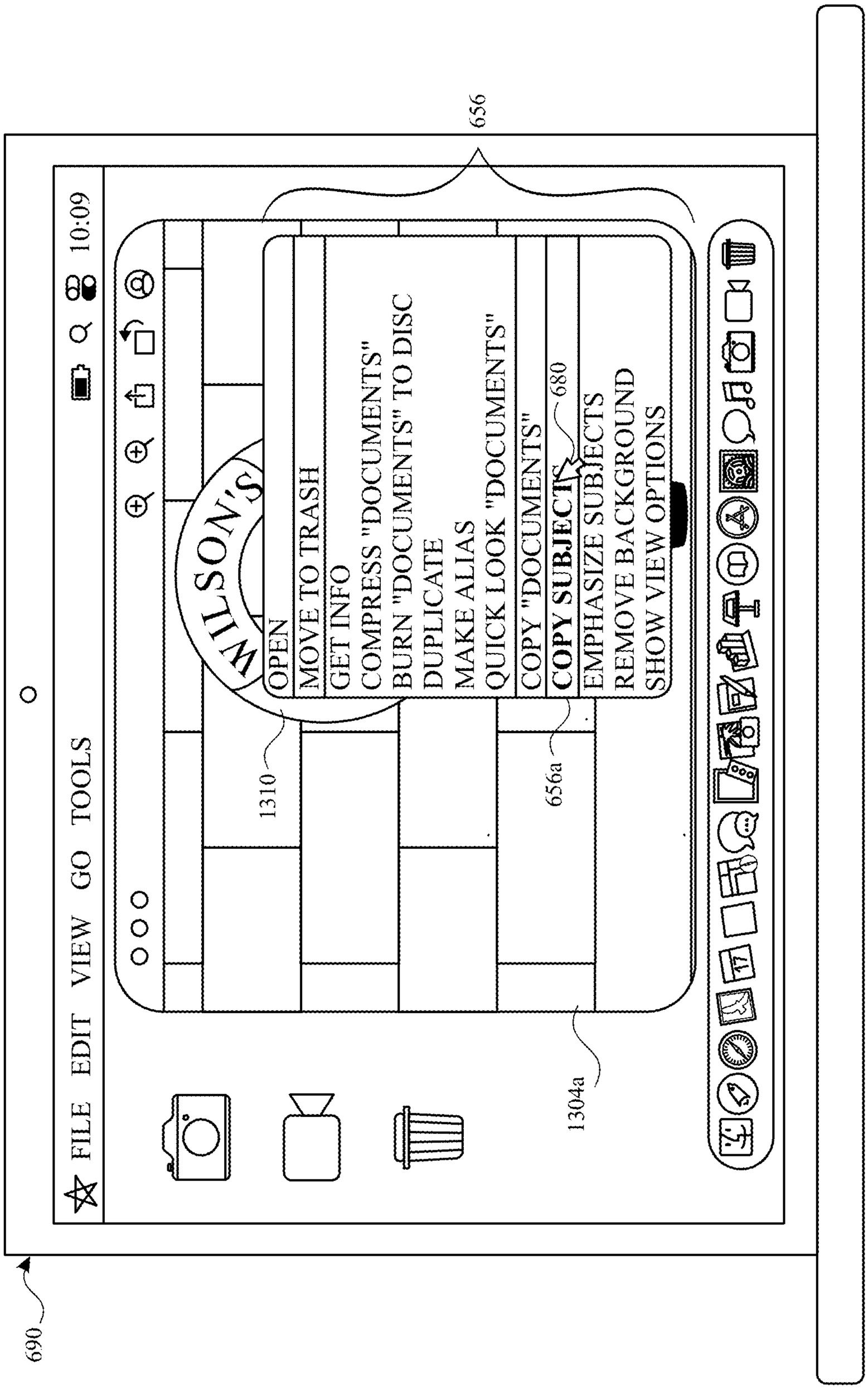

656
FILE EDIT VIEW GO TOOLS
Fri 10:09
WILSON'S
OPEN
MOVE TO TRASH
GET INFO
COMPRESS "DOCUMENTS"
BURN "DOCUMENTS" TO DISC
DUPLICATE
MAKE ALIAS
QUICK LOOK "DOCUMENTS"
COPY "DOCUMENTS"
COPY SUBJECTS
EMPHASIZE SUBJECTS
REMOVE BACKGROUND
SHOW VIEW OPTIONS
680
1310
656a
1304a
690

FIG. 13S

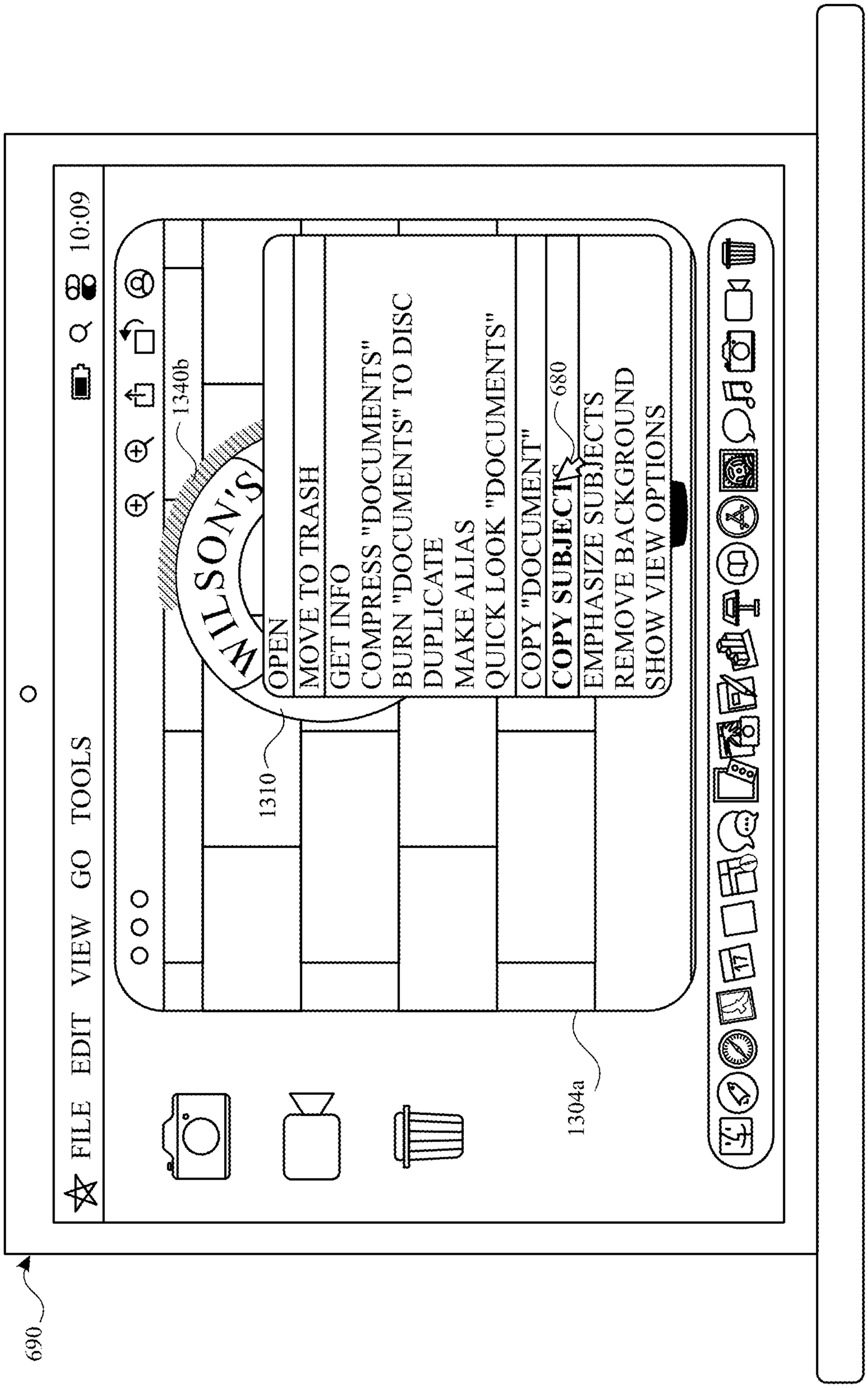

FILE EDIT VIEW GO TOOLS
WILSON'S
OPEN
MOVE TO TRASH
GET INFO
COMPRESS "DOCUMENTS"
BURN "DOCUMENTS" TO DISC
DUPLICATE
MAKE ALIAS
QUICK LOOK "DOCUMENTS"
COPY "DOCUMENT"
COPY SUBJECTS
EMPHASIZE SUBJECTS
REMOVE BACKGROUND
SHOW VIEW OPTIONS
1310
1340b
680
1304a
690

FIG. 13T

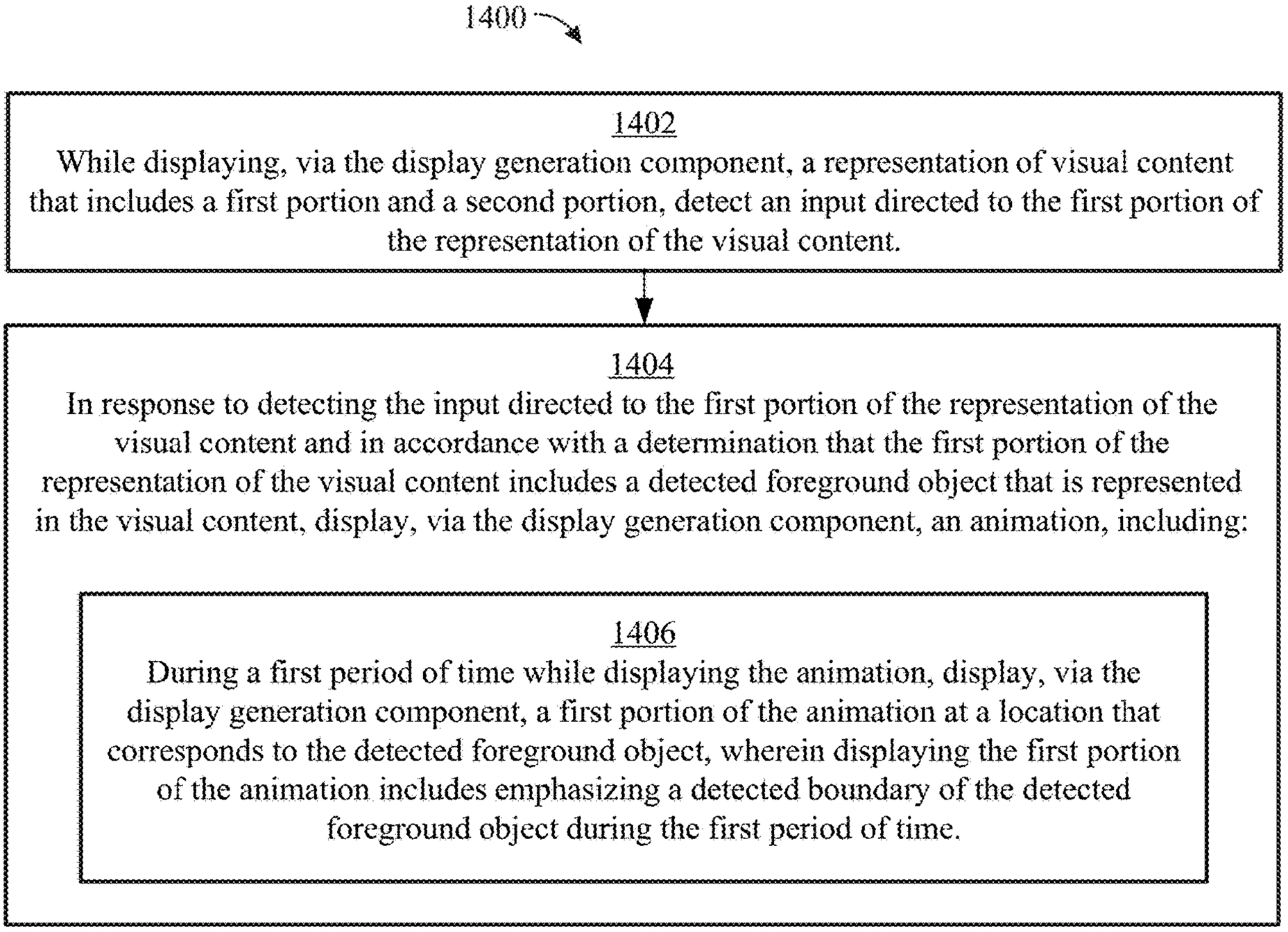

1400
1402
While displaying, via the display generation component, a representation of visual content that includes a first portion and a second portion, detect an input directed to the first portion of the representation of the visual content.
1404
In response to detecting the input directed to the first portion of the representation of the visual content and in accordance with a determination that the first portion of the representation of the visual content includes a detected foreground object that is represented in the visual content, display, via the display generation component, an animation, including:
1406
During a first period of time while displaying the animation, display, via the display generation component, a first portion of the animation at a location that corresponds to the detected foreground object, wherein displaying the first portion of the animation includes emphasizing a detected boundary of the detected foreground object during the first period of time.

FIG. 14

USER INTERFACES FOR MANAGING VISUAL CONTENT IN A MEDIA REPRESENTATION

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] This application is a Continuation of U.S. non-Provisional patent Ser. No. 18/167,625, entitled "USER INTERFACES FOR MANAGING VISUAL CONTENT IN A MEDIA REPRESENTATION," filed Feb. 10, 2023 which claims priority to U.S. Provisional Patent Application Ser. No. 63/349,086, entitled "USER INTERFACES FOR MANAGING VISUAL CONTENT IN A MEDIA REPRESENTATION," filed Jun. 4, 2022 and U.S. Provisional Patent Application Ser. No. 63/318,678, entitled "USER INTERFACES FOR MANAGING VISUAL CONTENT IN A MEDIA REPRESENTATION," filed on May 10, 2022.

FIELD

[0002] The present disclosure relates generally to computer user interfaces, and more specifically to techniques for managing visual content in a media representation.

BACKGROUND

[0003] Smartphones and other personal electronic devices allow users to capture and view content in media. Users can capture a variety of types of media, including video and image data. Users can store the captured media on smartphones or other personal electronic devices.

BRIEF SUMMARY

[0004] Some techniques for managing visual content in a media representation using electronic devices, however, are generally cumbersome and inefficient. For example, some existing techniques use a complex and time-consuming user interface, which may include multiple key presses or keystrokes. Existing techniques require more time than necessary, wasting user time and device energy. This latter consideration is particularly important in battery-operated devices.

[0005] Accordingly, the present technique provides electronic devices with faster, more efficient methods and interfaces for managing visual content in a media representation. Such methods and interfaces optionally complement or replace other methods for managing visual content in a media representation. Such methods and interfaces reduce the cognitive burden on a user and produce a more efficient human-machine interface. For battery-operated computing devices, such methods and interfaces conserve power and increase the time between battery charges.

[0006] In accordance with some embodiments, a method performed at a computer system that is in communication with a display generation component is described. The method comprises: detecting a request to display a user interface that corresponds to a media item; and in response to detecting the request to display the user interface that corresponds to the media item, displaying, via the display generation component, the user interface that corresponds to the media item, including: in accordance with a determination that a subject has automatically been detected in the media item, displaying, via the display generation component, a first user interface object that, when selected, causes the computer system to alter display of a portion of the media item in a representation of the media item without altering display of the subject in the representation of the media item; and in accordance with a determination that the subject has not automatically been detected in the media item, forgoing display of the first user interface object.

[0007] In accordance with some embodiments, a non-transitory computer-readable storage medium is described. The non-transitory computer-readable storage medium stores one or more programs configured to be executed by one or more processors of a computer system that is in communication with a display generation component, the one or more programs including instructions for: detecting a request to display a user interface that corresponds to a media item; and in response to detecting the request to display the user interface that corresponds to the media item, displaying, via the display generation component, the user interface that corresponds to the media item, including: in accordance with a determination that a subject has automatically been detected in the media item, displaying, via the display generation component, a first user interface object that, when selected, causes the computer system to alter display of a portion of the media item in a representation of the media item without altering display of the subject in the representation of the media item; and in accordance with a determination that the subject has not automatically been detected in the media item, forgoing display of the first user interface object.

[0008] In accordance with some embodiments, a transitory computer-readable storage medium is described. The transitory computer-readable storage medium stores one or more programs configured to be executed by one or more processors of a computer system that is in communication with a display generation component, the one or more programs including instructions for: detecting a request to display a user interface that corresponds to a media item; and in response to detecting the request to display the user interface that corresponds to the media item, displaying, via the display generation component, the user interface that corresponds to the media item, including: in accordance with a determination that a subject has automatically been detected in the media item, displaying, via the display generation component, a first user interface object that, when selected, causes the computer system to alter display of a portion of the media item in a representation of the media item without altering display of the subject in the representation of the media item; and in accordance with a determination that the subject has not automatically been detected in the media item, forgoing display of the first user interface object.

[0009] In accordance with some embodiments a computer system is described. The computer system is configured to communicate with a display generation component, the computer system comprises: one or more processors; and memory storing one or more programs configured to be executed by the one or more processors, the one or more programs including instructions for: detecting a request to display a user interface that corresponds to a media item; and in response to detecting the request to display the user interface that corresponds to the media item, displaying, via the display generation component, the user interface that corresponds to the media item, including: in accordance with a determination that a subject has automatically been detected in the media item, displaying, via the display generation component, a first user interface object that, when selected, causes the computer system to alter display

of a portion of the media item in a representation of the media item without altering display of the subject in the representation of the media item; and in accordance with a determination that the subject has not automatically been detected in the media item, forgoing display of the first user interface object.

[0010] In accordance with some embodiments, a computer system is described. The computer system is configured to communicate with a display generation component. The computer system comprises: means for detecting a request to display a user interface that corresponds to a media item; and means for, in response to detecting the request to display the user interface that corresponds to the media item, displaying, via the display generation component, the user interface that corresponds to the media item, including: in accordance with a determination that a subject has automatically been detected in the media item, displaying, via the display generation component, a first user interface object that, when selected, causes the computer system to alter display of a portion of the media item in a representation of the media item without altering display of the subject in the representation of the media item; and in accordance with a determination that the subject has not automatically been detected in the media item, forgoing display of the first user interface object.

[0011] In accordance with some embodiments, a computer program product is described. The computer program product comprises: one or more programs configured to be executed by one or more processors of a computer system that is in communication with a display generation component, the one or more programs including instructions for: detecting a request to display a user interface that corresponds to a media item; and in response to detecting the request to display the user interface that corresponds to the media item, displaying, via the display generation component, the user interface that corresponds to the media item, including: in accordance with a determination that a subject has automatically been detected in the media item, displaying, via the display generation component, a first user interface object that, when selected, causes the computer system to alter display of a portion of the media item in a representation of the media item without altering display of the subject in the representation of the media item; and in accordance with a determination that the subject has not automatically been detected in the media item, forgoing display of the first user interface object.

[0012] In some embodiments, a method performed at a computer system that is in communication with a display generation component is described. The method comprises: while displaying, via the display generation component, a representation of visual content that includes a first portion and a second portion, detecting an input directed to the visual content; and in response to detecting the input directed to the visual content and in accordance with a determination that the first portion includes a subject that is available to be copied, providing an indication that an operation can be performed to copy the subject without copying the second portion.

[0013] In accordance with some embodiments, a non-transitory computer-readable storage medium is described. The non-transitory computer-readable storage medium stores one or more programs configured to be executed by one or more processors of a computer system that is in communication with a display generation component, the one or more programs including instructions for: while displaying, via the display generation component, a representation of visual content that includes a first portion and a second portion, detecting an input directed to the visual content; and in response to detecting the input directed to the visual content and in accordance with a determination that the first portion includes a subject that is available to be copied, providing an indication that an operation can be performed to copy the subject without copying the second portion.

[0014] In accordance with some embodiments, a transitory computer-readable storage medium is described. The transitory computer-readable storage medium stores one or more programs configured to be executed by one or more processors of a computer system that is in communication with a display generation component, the one or more programs including instructions for: while displaying, via the display generation component, a representation of visual content that includes a first portion and a second portion, detecting an input directed to the visual content; and in response to detecting the input directed to the visual content and in accordance with a determination that the first portion includes a subject that is available to be copied, providing an indication that an operation can be performed to copy the subject without copying the second portion.

[0015] In accordance with some embodiments, a computer system is described. The computer system is configured to communicate with a display generation component, the computer system comprises: one or more processors; and memory storing one or more programs configured to be executed by the one or more processors, the one or more programs including instructions for: while displaying, via the display generation component, a representation of visual content that includes a first portion and a second portion, detecting an input directed to the visual content; and in response to detecting the input directed to the visual content and in accordance with a determination that the first portion includes a subject that is available to be copied, providing an indication that an operation can be performed to copy the subject without copying the second portion.

[0016] In accordance with some embodiments, a computer system is described. The computer system is configured to communicate with a display generation component, the computer system comprises: means for, while displaying, via the display generation component, a representation of visual content that includes a first portion and a second portion, detecting an input directed to the visual content; and means for, in response to detecting the input directed to the visual content and in accordance with a determination that the first portion includes a subject that is available to be copied, providing an indication that an operation can be performed to copy the subject without copying the second portion.

[0017] In accordance with some embodiments, a computer program product is described. The computer program product comprises: one or more programs configured to be executed by one or more processors of a computer system that is in communication a display generation component, the one or more programs including instructions for: while displaying, via the display generation component, a representation of visual content that includes a first portion and a second portion, detecting an input directed to the visual content; and in response to detecting the input directed to the visual content and in accordance with a determination that

the first portion includes a subject that is available to be copied, providing an indication that an operation can be performed to copy the subject without copying the second portion.

[0018] In accordance with some embodiments, a method performed at a computer system that is in communication with a display generation component is described. The method comprises: while displaying a representation that includes text, detecting an input that corresponds to selection of a portion of the text in the representation; and in response to detecting the input that corresponds to selection of the portion of the text in the representation and in accordance with a determination that the portion of the text in the representation meets a respective set of criteria, wherein the respective set of criteria includes a criterion that is met when a determination is made that the portion of the text corresponds to a first measurement that has a first number and a first unit of measurement, displaying, via the display generation component, a respective user interface for converting the first measurement into one or more other units of measurement, wherein the respective user interface includes a visual representation of a second measurement that has a second number with a second unit of measurement that is different from the first unit of measurement, and wherein the second number is a conversion of the first number from the first unit of measurement to the second unit of measurement.

[0019] In accordance with some embodiments, a non-transitory computer-readable storage medium is described. The non-transitory computer-readable storage medium stores one or more programs configured to be executed by one or more processors of a computer system that is in communication with a display generation component, the one or more programs including instructions for: while displaying a representation that includes text, detecting an input that corresponds to selection of a portion of the text in the representation; and in response to detecting the input that corresponds to selection of the portion of the text in the representation and in accordance with a determination that the portion of the text in the representation meets a respective set of criteria, wherein the respective set of criteria includes a criterion that is met when a determination is made that the portion of the text corresponds to a first measurement that has a first number and a first unit of measurement, displaying, via the display generation component, a respective user interface for converting the first measurement into one or more other units of measurement, wherein the respective user interface includes a visual representation of a second measurement that has a second number with a second unit of measurement that is different from the first unit of measurement, and wherein the second number is a conversion of the first number from the first unit of measurement to the second unit of measurement.

[0020] In accordance with some embodiments, a transitory computer-readable storage medium is described. The transitory computer-readable storage medium stores one or more programs configured to be executed by one or more processors of a computer system that is in communication with a display generation component, the one or more programs including instructions for: while displaying a representation that includes text, detecting an input that corresponds to selection of a portion of the text in the representation; and in response to detecting the input that corresponds to selection of the portion of the text in the representation and in accordance with a determination that the portion of the text in the representation meets a respective set of criteria, wherein the respective set of criteria includes a criterion that is met when a determination is made that the portion of the text corresponds to a first measurement that has a first number and a first unit of measurement, displaying, via the display generation component, a respective user interface for converting the first measurement into one or more other units of measurement, wherein the respective user interface includes a visual representation of a second measurement that has a second number with a second unit of measurement that is different from the first unit of measurement, and wherein the second number is a conversion of the first number from the first unit of measurement to the second unit of measurement.

[0021] In accordance with some embodiments a computer system is described. The computer system is configured to communicate with a display generation component. The computer system comprises: one or more processors; and memory storing one or more programs configured to be executed by the one or more processors, the one or more programs including instructions for: while displaying a representation that includes text, detecting an input that corresponds to selection of a portion of the text in the representation; and in response to detecting the input that corresponds to selection of the portion of the text in the representation and in accordance with a determination that the portion of the text in the representation meets a respective set of criteria, wherein the respective set of criteria includes a criterion that is met when a determination is made that the portion of the text corresponds to a first measurement that has a first number and a first unit of measurement, displaying, via the display generation component, a respective user interface for converting the first measurement into one or more other units of measurement, wherein the respective user interface includes a visual representation of a second measurement that has a second number with a second unit of measurement that is different from the first unit of measurement, and wherein the second number is a conversion of the first number from the first unit of measurement to the second unit of measurement.

[0022] In accordance with some embodiments, a computer system is described. The computer system is configured to communicate with a display generation component. The computer system comprises: means for, while displaying a representation that includes text, detecting an input that corresponds to selection of a portion of the text in the representation; and means for in response to detecting the input that corresponds to selection of the portion of the text in the representation and in accordance with a determination that the portion of the text in the representation meets a respective set of criteria, wherein the respective set of criteria includes a criterion that is met when a determination is made that the portion of the text corresponds to a first measurement that has a first number and a first unit of measurement, displaying, via the display generation component, a respective user interface for converting the first measurement into one or more other units of measurement, wherein the respective user interface includes a visual representation of a second measurement that has a second number with a second unit of measurement that is different from the first unit of measurement, and wherein the second number is a conversion of the first number from the first unit of measurement to the second unit of measurement.

[0023] In some embodiments, a computer program product is described. The computer program product comprises: one or more programs configured to be executed by one or more processors of a computer system that is in communication with a display generation component, the one or more programs including instructions for: while displaying a representation that includes text, detecting an input that corresponds to selection of a portion of the text in the representation; and in response to detecting the input that corresponds to selection of the portion of the text in the representation and in accordance with a determination that the portion of the text in the representation meets a respective set of criteria, wherein the respective set of criteria includes a criterion that is met when a determination is made that the portion of the text corresponds to a first measurement that has a first number and a first unit of measurement, displaying, via the display generation component, a respective user interface for converting the first measurement into one or more other units of measurement, wherein the respective user interface includes a visual representation of a second measurement that has a second number with a second unit of measurement that is different from the first unit of measurement, and wherein the second number is a conversion of the first number from the first unit of measurement to the second unit of measurement.

[0024] In some embodiments, a method performed at a computer system that is in communication with a display generation component is described. The method comprises: detecting a request to display a representation of a media item; and in response to detecting the request to display the representation of the media item, displaying, via the display generation component, a respective user interface that includes a representation of a media item, wherein displaying the respective user interface includes: in accordance with a determination that the representation of the media item includes one or more symbols, displaying, via the display generation component, a representation of an interpretation of at least a first symbol of the one or more symbols concurrently with the representation of the media, wherein the representation of the interpretation of the one or more symbols in the media item is separate from the media item.

[0025] In accordance with some embodiments, a non-transitory computer-readable storage medium is described. The non-transitory computer-readable storage medium stores one or more programs configured to be executed by one or more processors of a computer system that is in communication with a display generation component, the one or more programs including instructions for: detecting a request to display a representation of a media item; and in response to detecting the request to display the representation of the media item, displaying, via the display generation component, a respective user interface that includes a representation of a media item, wherein displaying the respective user interface includes: in accordance with a determination that the representation of the media item includes one or more symbols, displaying, via the display generation component, a representation of an interpretation of at least a first symbol of the one or more symbols concurrently with the representation of the media, wherein the representation of the interpretation of the one or more symbols in the media item is separate from the media item.

[0026] In accordance with some embodiments, a transitory computer-readable storage medium is described. The transitory computer-readable storage medium stores one or more programs configured to be executed by one or more processors of a computer system that is in communication with a display generation component, the one or more programs including instructions for: detecting a request to display a representation of a media item; and in response to detecting the request to display the representation of the media item, displaying, via the display generation component, a respective user interface that includes a representation of a media item, wherein displaying the respective user interface includes: in accordance with a determination that the representation of the media item includes one or more symbols, displaying, via the display generation component, a representation of an interpretation of at least a first symbol of the one or more symbols concurrently with the representation of the media, wherein the representation of the interpretation of the one or more symbols in the media item is separate from the media item.

[0027] In accordance with some embodiments a computer system is described. The computer system is configured to communicate with a display generation component. The computer system comprises: one or more processors; and memory storing one or more programs configured to be executed by the one or more processors, the one or more programs including instructions for: detecting a request to display a representation of a media item; and in response to detecting the request to display the representation of the media item, displaying, via the display generation component, a respective user interface that includes a representation of a media item, wherein displaying the respective user interface includes: in accordance with a determination that the representation of the media item includes one or more symbols, displaying, via the display generation component, a representation of an interpretation of at least a first symbol of the one or more symbols concurrently with the representation of the media, wherein the representation of the interpretation of the one or more symbols in the media item is separate from the media item.

[0028] In accordance with some embodiments, a computer system is described. The computer system is configured to communicate with a display generation component. The computer system comprises: means for, detecting a request to display a representation of a media item; and means for, in response to detecting the request to display the representation of the media item, displaying, via the display generation component, a respective user interface that includes a representation of a media item, wherein displaying the respective user interface includes: in accordance with a determination that the representation of the media item includes one or more symbols, displaying, via the display generation component, a representation of an interpretation of at least a first symbol of the one or more symbols concurrently with the representation of the media, wherein the representation of the interpretation of the one or more symbols in the media item is separate from the media item.

[0029] In some embodiments, a computer program product is described. The computer program product comprises: one or more programs configured to be executed by one or more processors of a computer system that is in communication with a display generation component, the one or more programs including instructions for: detecting a request to display a representation of a media item; and in response to detecting the request to display the representation of the media item, displaying, via the display generation component, a representa-

tion of a media item, wherein displaying the respective user interface includes: in accordance with a determination that the representation of the media item includes one or more symbols, displaying, via the display generation component, a representation of an interpretation of at least a first symbol of the one or more symbols concurrently with the representation of the media, wherein the representation of the interpretation of the one or more symbols in the media item is separate from the media item.

[0030] In accordance with some embodiments, a method is described. The method comprises: at a computer system that is in communication with a display generation component: while displaying, via the display generation component, a representation of visual content that includes a first portion and a second portion, detecting an input directed to the first portion of the representation of the visual content; and in response to detecting the input directed to the first portion of the representation of the visual content and in accordance with a determination that the first portion of the representation of the visual content includes a detected foreground object that is represented in the visual content, displaying, via the display generation component, an animation, including: during a first period of time while displaying the animation, displaying, via the display generation component, a first portion of the animation at a location that corresponds to the detected foreground object, wherein displaying the first portion of the animation includes emphasizing a detected boundary of the detected foreground object during the first period of time.

[0031] In accordance with some embodiments, a non-transitory computer-readable storage medium is described. The non-transitory computer-readable storage medium stores one or more programs configured to be executed by one or more processors of a computer system that is in communication with a display generation component, the one or more programs including instructions for: while displaying, via the display generation component, a representation of visual content that includes a first portion and a second portion, detecting an input directed to the first portion of the representation of the visual content; and in response to detecting the input directed to the first portion of the representation of the visual content and in accordance with a determination that the first portion of the representation of the visual content includes a detected foreground object that is represented in the visual content, displaying, via the display generation component, an animation, including: during a first period of time while displaying the animation, displaying, via the display generation component, a first portion of the animation at a location that corresponds to the detected foreground object, wherein displaying the first portion of the animation includes emphasizing a detected boundary of the detected foreground object during the first period of time.

[0032] In accordance with some embodiments, a transitory computer-readable storage medium is described. The transitory computer-readable storage medium stores one or more programs configured to be executed by one or more processors of a computer system that is in communication with a display generation component, the one or more programs including instructions for: while displaying, via the display generation component, a representation of visual content that includes a first portion and a second portion, detecting an input directed to the first portion of the representation of the visual content; and in response to detecting the input directed to the first portion of the representation of the visual content and in accordance with a determination that the first portion of the representation of the visual content includes a detected foreground object that is represented in the visual content, displaying, via the display generation component, an animation, including: during a first period of time while displaying the animation, displaying, via the display generation component, a first portion of the animation at a location that corresponds to the detected foreground object, wherein displaying the first portion of the animation includes emphasizing a detected boundary of the detected foreground object during the first period of time.

[0033] In accordance with some embodiments, a computer system configured to communicate with a display generation component is described. The computer system comprises: one or more processors; and memory storing one or more programs configured to be executed by the one or more processors, the one or more programs including instructions for: while displaying, via the display generation component, a representation of visual content that includes a first portion and a second portion, detecting an input directed to the first portion of the representation of the visual content; and in response to detecting the input directed to the first portion of the representation of the visual content and in accordance with a determination that the first portion of the representation of the visual content includes a detected foreground object that is represented in the visual content, displaying, via the display generation component, an animation, including: during a first period of time while displaying the animation, displaying, via the display generation component, a first portion of the animation at a location that corresponds to the detected foreground object, wherein displaying the first portion of the animation includes emphasizing a detected boundary of the detected foreground object during the first period of time.

[0034] In accordance with some embodiments, a computer system configured to communicate with a display generation component is described. The computer system comprises: means for, while displaying, via the display generation component, a representation of visual content that includes a first portion and a second portion, detecting an input directed to the first portion of the representation of the visual content; and means for, in response to detecting the input directed to the first portion of the representation of the visual content and in accordance with a determination that the first portion of the representation of the visual content includes a detected foreground object that is represented in the visual content, displaying, via the display generation component, an animation, including: during a first period of time while displaying the animation, displaying, via the display generation component, a first portion of the animation at a location that corresponds to the detected foreground object, wherein displaying the first portion of the animation includes emphasizing a detected boundary of the detected foreground object during the first period of time.

[0035] In accordance with some embodiments, a computer program product is described. The computer program product comprises one or more programs configured to be executed by one or more processors of a computer system that is in communication with a display generation component, the one or more programs including instructions for: while displaying, via the display generation component, a representation of visual content that includes a first portion and a second portion, detecting an input directed to the first

portion of the representation of the visual content; and in response to detecting the input directed to the first portion of the representation of the visual content and in accordance with a determination that the first portion of the representation of the visual content includes a detected foreground object that is represented in the visual content, displaying, via the display generation component, an animation, including: during a first period of time while displaying the animation, displaying, via the display generation component, a first portion of the animation at a location that corresponds to the detected foreground object, wherein displaying the first portion of the animation includes emphasizing a detected boundary of the detected foreground object during the first period of time.

[0036] 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. Executable instructions for performing these functions are, optionally, included in a transitory computer-readable storage medium or other computer program product configured for execution by one or more processors.

[0037] Thus, devices are provided with faster, more efficient methods and interfaces for managing visual content in a media representation, thereby increasing the effectiveness, efficiency, and user satisfaction with such devices. Such methods and interfaces may complement or replace other methods for managing visual content in a media representation.

DESCRIPTION OF THE FIGURES

[0038] 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.

[0039] FIG. **1**A is a block diagram illustrating a portable multifunction device with a touch-sensitive display in accordance with some embodiments.

[0040] FIG. **1**B is a block diagram illustrating exemplary components for event handling in accordance with some embodiments.

[0041] FIG. **2** illustrates a portable multifunction device having a touch screen in accordance with some embodiments.

[0042] FIG. **3** is a block diagram of an exemplary multifunction device with a display and a touch-sensitive surface in accordance with some embodiments.

[0043] FIG. **4**A illustrates an exemplary user interface for a menu of applications on a portable multifunction device in accordance with some embodiments.

[0044] FIG. **4**B 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.

[0045] FIG. **5**A illustrates a personal electronic device in accordance with some embodiments.

[0046] FIG. **5**B is a block diagram illustrating a personal electronic device in accordance with some embodiments.

[0047] FIGS. **6**A-**6**M illustrate exemplary user interfaces for managing one or more portions of a media representation in accordance with some embodiments.

[0048] FIG. **7** is a flow diagram illustrating methods of managing the background of a media representation in accordance with some embodiments.

[0049] FIG. **8** is a flow diagram illustrating methods of copying subjects of a media representation in accordance with some embodiments.

[0050] FIGS. **9**A-**9**I illustrate exemplary user interfaces for converting one or more portions of a media representation in accordance with some embodiments.

[0051] FIG. **10** is a flow diagram illustrating methods of converting of one or more portions of a media representation in accordance with some embodiments.

[0052] FIGS. **11**A-**11**G illustrate exemplary user interfaces for providing descriptions for one or more symbols in a media representation in accordance with some embodiments.

[0053] FIG. **12** is a flow diagram illustrating methods of providing descriptions for one or more symbols in a media representation in accordance with some embodiments.

[0054] FIGS. **13**A-**13**T illustrate exemplary user interfaces for providing one or more animations for detected objects in a media representation in accordance with some embodiments.

[0055] FIG. **14** is a flow diagram illustrating methods of providing one or more animations for detected objects in a media representation in accordance with some embodiments.

DESCRIPTION OF EMBODIMENTS

[0056] The following description sets forth exemplary methods, parameters, and the like. It should be recognized, however, that such description is not intended as a limitation on the scope of the present disclosure but is instead provided as a description of exemplary embodiments.

[0057] There is a need for electronic devices that provide efficient methods and interfaces for managing visual content in a media representation (e.g., a representation of media, such as photo and/or video media). For example, there is a need for electronic devices and/or computer systems to allow a user to manage visual content in media representations that includes objects, such as signs or restaurant menus, that are captured by one or more cameras of the computer system. Such techniques can reduce the cognitive burden on a user who views, edits, and/or manages media representations, thereby enhancing productivity. Further, such techniques can reduce processor and battery power otherwise wasted on redundant user inputs.

[0058] Below, FIGS. **1**A-**1**B, **2**, **3**, **4**A-**4**B, and **5**A-**5**B provide a description of exemplary devices for performing the techniques for managing visual content in a media representation.

[0059] FIGS. **6**A-**6**M illustrate exemplary user interfaces for managing one or more portions of a media representation in accordance with some embodiments. FIG. **7** is a flow diagram illustrating methods of managing the background of a media representation in accordance with some embodiments. FIG. **8** is a flow diagram illustrating methods of copying subjects of a media representation in accordance with some embodiments. The user interfaces in FIGS. **6**A-**6**M are used to illustrate the processes described below, including the processes in FIGS. **7** and **8**.

[0060] FIGS. **9**A-**9**I illustrate exemplary user interfaces for converting one or more portions of a media representation in accordance with some embodiments. FIG. **10** is a

flow diagram illustrating methods of converting of one or more portions of a media representation in accordance with some embodiments. The user interfaces in FIGS. **9**A-**9**I are used to illustrate the processes described below, including the processes in FIG. **10**.

[0061] FIGS. **11**A-**11**G illustrate exemplary user interfaces for providing descriptions for one or more symbols in a media representation in accordance with some embodiments. FIG. **12** is a flow diagram illustrating methods of providing descriptions for one or more symbols in a media representation in accordance with some embodiments. The user interfaces in FIGS. **11**A-**11**G are used to illustrate the processes described below, including the processes in FIG. **12**.

[0062] FIGS. **13**A-**13**T illustrate exemplary user interfaces for providing one or more animations for detected objects in a media representation in accordance with some embodiments. FIG. **14** is a flow diagram illustrating methods of providing one or more animations for detected objects in a media representation in accordance with some embodiments. The user interfaces in FIGS. **13**A-**13**T are used to illustrate the processes described below, including the processes in FIG. **14**.

[0063] The processes described below enhance the operability of the devices and make the user-device interfaces more efficient (e.g., by helping the user to provide proper inputs and reducing user mistakes when operating/interacting with the device) through various techniques, including by providing improved visual feedback to the user, reducing the number of inputs needed to perform an operation, providing additional control options without cluttering the user interface with additional displayed controls, performing an operation when a set of conditions has been met without requiring further user input, and/or additional techniques. These techniques also reduce power usage and improve battery life of the device by enabling the user to use the device more quickly and efficiently.

[0064] In addition, in methods described herein where one or more steps are contingent upon one or more conditions having been met, it should be understood that the described method can be repeated in multiple repetitions so that over the course of the repetitions all of the conditions upon which steps in the method are contingent have been met in different repetitions of the method. For example, if a method requires performing a first step if a condition is satisfied, and a second step if the condition is not satisfied, then a person of ordinary skill would appreciate that the claimed steps are repeated until the condition has been both satisfied and not satisfied, in no particular order. Thus, a method described with one or more steps that are contingent upon one or more conditions having been met could be rewritten as a method that is repeated until each of the conditions described in the method has been met. This, however, is not required of system or computer readable medium claims where the system or computer readable medium contains instructions for performing the contingent operations based on the satisfaction of the corresponding one or more conditions and thus is capable of determining whether the contingency has or has not been satisfied without explicitly repeating steps of a method until all of the conditions upon which steps in the method are contingent have been met. A person having ordinary skill in the art would also understand that, similar to a method with contingent steps, a system or computer readable storage medium can repeat the steps of a method as many times as are needed to ensure that all of the contingent steps have been performed.

[0065] Although the following description uses terms "first," "second," etc. to describe various elements, these elements should not be limited by the terms. In some embodiments, these terms are used to distinguish one element from another. For example, a first touch could be termed a second touch, and, similarly, a second touch could be termed a first touch, without departing from the scope of the various described embodiments. In some embodiments, the first touch and the second touch are two separate references to the same touch. In some embodiments, the first touch and the second touch are both touches, but they are not the same touch.

[0066] 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.

[0067] 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.

[0068] 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 touchpads), 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 touchpad). In some embodiments, the electronic device is a computer system that is in communication (e.g., via wireless communication, via wired communication) with a display generation component. The display generation component is configured to provide visual output, such as display via a CRT display, display via an LED display, or display via image projection. In some embodiments, the display generation component is integrated with the computer system.

In some embodiments, the display generation component is separate from the computer system. As used herein, "displaying" content includes causing to display the content (e.g., video data rendered or decoded by display controller **156**) by transmitting, via a wired or wireless connection, data (e.g., image data or video data) to an integrated or external display generation component to visually produce the content.

[0069] 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.

[0070] 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.

[0071] 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.

[0072] Attention is now directed toward embodiments of portable devices with touch-sensitive displays. FIG. **1**A is a block diagram illustrating portable multifunction device **100** with touch-sensitive display system **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 (CPUs) **120**, peripherals interface **118**, RF circuitry **108**, audio circuitry **110**, speaker **111**, microphone **113**, input/output (I/O) subsystem **106**, other input control devices **116**, and external port **124**. Device **100** optionally includes one or more optical sensors **164**. Device **100** optionally includes one or more contact 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**.

[0073] 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). Using the intensity of a contact as an attribute of a user input allows for user access to additional device functionality that may otherwise not be accessible by the user on a reduced-size device with limited real estate for displaying affordances (e.g., on a touch-sensitive display) and/or receiving user input (e.g., via a touch-sensitive display, a touch-sensitive surface, or a physical/mechanical control such as a knob or a button).

[0074] 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.

[0075] 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 FIG. **1**A 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.

[0076] 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. Memory controller **122** optionally controls access to memory **102** by other components of device **100**.

[0077] 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 (such as computer programs (e.g., including instructions)) and/or sets of instructions stored in memory **102** to perform various functions for device **100** and to process data. 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.

[0078] 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 RF circuitry **108** optionally includes well-known circuitry for detecting near field communication (NFC) fields, such as by a short-range communication radio. 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, Bluetooth Low Energy (BTLE), Wireless Fidelity (Wi-Fi) (e.g., IEEE 802.11a, IEEE 802.11b, IEEE 802.11g, IEEE 802.11n, and/or IEEE 802.11ac), 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.

[0079] 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**, FIG. **2**). The headset jack provides an interface between audio circuitry **110** and removable audio input/output peripherals, such as output-only headphones or a headset with both output (e.g., a headphone for one or both ears) and input (e.g., a microphone).

[0080] 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**, depth camera controller **169**, 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 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 embodiments, input controller(s) **160** are, optionally, coupled to any (or none) of the following: a keyboard, an infrared port, a USB port, and a pointer device such as a mouse. The one or more buttons (e.g., **208**, FIG. **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**, FIG. **2**). In some embodiments, the electronic device is a computer system that is in communication (e.g., via wireless communication, via wired communication) with one or more input devices. In some embodiments, the one or more input devices include a touch-sensitive surface (e.g., a trackpad, as part of a touch-sensitive display). In some embodiments, the one or more input devices include one or more camera sensors (e.g., one or more optical sensors **164** and/or one or more depth camera sensors **175**), such as for tracking a

user's gestures (e.g., hand gestures and/or air gestures) as input. In some embodiments, the one or more input devices are integrated with the computer system. In some embodiments, the one or more input devices are separate from the computer system. In some embodiments, an air gesture is a gesture that is detected without the user touching an input element that is part of the device (or independently of an input element that is a part of the device) and is based on detected motion of a portion of the user's body through the air including motion of the user's body relative to an absolute reference (e.g., an angle of the user's arm relative to the ground or a distance of the user's hand relative to the ground), relative to another portion of the user's body (e.g., movement of a hand of the user relative to a shoulder of the user, movement of one hand of the user relative to another hand of the user, and/or movement of a finger of the user relative to another finger or portion of a hand of the user), and/or absolute motion of a portion of the user's body (e.g., a tap gesture that includes movement of a hand in a predetermined pose by a predetermined amount and/or speed, or a shake gesture that includes a predetermined speed or amount of rotation of a portion of the user's body).

[0081] A quick press of the push button optionally disengages a lock of touch screen **112** or optionally begins a process that uses gestures on the touch screen to unlock the device, as described in U.S. patent application Ser. No. 11/322,549, "Unlocking a Device by Performing Gestures on an Unlock Image," filed Dec. 23, 2005, U.S. Pat. No. 7,657,849, which is hereby incorporated by reference in its entirety. A longer press of the push button (e.g., **206**) optionally turns power to device **100** on or off. The functionality of one or more of the buttons are, optionally, user-customizable. Touch screen **112** is used to implement virtual or soft buttons and one or more soft keyboards.

[0082] 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 optionally corresponds to user-interface objects.

[0083] 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 convert 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.

[0084] 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® and iPod Touch® from Apple Inc. of Cupertino, California.

[0085] A touch-sensitive display in some embodiments of touch screen **112** is, optionally, analogous to the multi-touch sensitive touchpads described in the following U.S. Pat. No. 6,323,846 (Westerman et al.), U.S. Pat. No. 6,570,557 (Westerman et al.), and/or U.S. Pat. No. 6,677,932 (Westerman), and/or U.S. Patent Publication 2002/0015024A1, each of which is hereby incorporated by reference in its entirety. However, touch screen **112** displays visual output from device **100**, whereas touch-sensitive touchpads do not provide visual output.

[0086] A touch-sensitive display in some embodiments of touch screen **112** is described in the following applications: (1) U.S. patent application Ser. No. 11/381,313, "Multipoint Touch Surface Controller," filed May 2, 2006; (2) U.S. patent application Ser. No. 10/840,862, "Multipoint Touchscreen," filed May 6, 2004; (3) U.S. patent application Ser. No. 10/903,964, "Gestures For Touch Sensitive Input Devices," filed Jul. 30, 2004; (4) U.S. patent application Ser. No. 11/048,264, "Gestures For Touch Sensitive Input Devices," filed Jan. 31, 2005; (5) U.S. patent application Ser. No. 11/038,590, "Mode-Based Graphical User Interfaces For Touch Sensitive Input Devices," filed Jan. 18, 2005; (6) U.S. patent application Ser. No. 11/228,758, "Virtual Input Device Placement On A Touch Screen User Interface," filed Sep. 16, 2005; (7) U.S. patent application Ser. No. 11/228,700, "Operation Of A Computer With A Touch Screen Interface," filed Sep. 16, 2005; (8) U.S. patent application Ser. No. 11/228,737, "Activating Virtual Keys Of A Touch-Screen Virtual Keyboard," filed Sep. 16, 2005; and (9) U.S. patent application Ser. No. 11/367,749, "Multi-Functional Hand-Held Device," filed Mar. 3, 2006. All of these applications are incorporated by reference herein in their entirety.

[0087] 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.

[0088] In some embodiments, in addition to the touch screen, device **100** optionally includes a touchpad 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.

[0089] 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.

[0090] Device **100** optionally also includes one or more optical sensors **164**. FIG. **1**A 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 lenses, 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, an optical sensor is located on the front of the device so that the user's image is, optionally, obtained for video conferencing while the user views the other video conference participants on the touch screen display. In some embodiments, the position of optical sensor **164** can be changed by the user (e.g., by rotating the lens and the sensor in the device housing) so that a single optical sensor **164** is used along with the touch screen display for both video conferencing and still and/or video image acquisition.

[0091] Device **100** optionally also includes one or more depth camera sensors **175**. FIG. **1**A shows a depth camera sensor coupled to depth camera controller **169** in I/O subsystem **106**. Depth camera sensor **175** receives data from the environment to create a three-dimensional model of an object (e.g., a face) within a scene from a viewpoint (e.g., a depth camera sensor). In some embodiments, in conjunction with imaging module **143** (also called a camera module), depth camera sensor **175** is optionally used to determine a depth map of different portions of an image captured by the imaging module **143**. In some embodiments, a depth camera sensor is located on the front of device **100** so that the user's image with depth information is, optionally, obtained for video conferencing while the user views the other video conference participants on the touch screen display and to capture selfies with depth map data. In some embodiments, the depth camera sensor **175** is located on the back of device, or on the back and the front of the device **100**. In some embodiments, the position of depth camera sensor **175** can be changed by the user (e.g., by rotating the lens and the sensor in the device housing) so that a depth camera sensor **175** is used along with the touch screen display for both video conferencing and still and/or video image acquisition.

[0092] Device **100** optionally also includes one or more contact intensity sensors **165**. FIG. **1**A 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**.

[0093] Device **100** optionally also includes one or more proximity sensors **166**. FIG. **1**A shows proximity sensor **166** coupled to peripherals interface **118**. Alternately, proximity sensor **166** is, optionally, coupled to input controller **160** in I/O subsystem **106**. Proximity sensor **166** optionally performs as described in U.S. patent application Ser. No. 11/241,839, "Proximity Detector In Handheld Device"; Ser. No. 11/240,788, "Proximity Detector In Handheld Device"; Ser. No. 11/620,702, "Using Ambient Light Sensor To Augment Proximity Sensor Output"; Ser. No. 11/586,862, "Automated Response To And Sensing Of User Activity In Portable Devices"; and Ser. No. 11/638,251, "Methods And Systems For Automatic Configuration Of Peripherals," which are hereby incorporated by reference in their entirety. In some embodiments, the proximity sensor turns off and disables touch screen **112** when the multifunction device is placed near the user's ear (e.g., when the user is making a phone call).

[0094] Device **100** optionally also includes one or more tactile output generators **167**. FIG. **1**A 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**.

[0095] Device **100** optionally also includes one or more accelerometers **168**. FIG. **1**A shows accelerometer **168** coupled to peripherals interface **118**. Alternately, accelerometer **168** is, optionally, coupled to an input controller **160** in I/O subsystem **106**. Accelerometer **168** optionally performs as described in U.S. Patent Publication No. 20050190059, "Acceleration-based Theft Detection System for Portable Electronic Devices," and U.S. Patent Publication No. 20060017692, "Methods And Apparatuses For Operating A Portable Device Based On An Accelerometer," both of which are incorporated by reference herein in their entirety. In some embodiments, information is displayed on the touch screen display in a portrait view or a landscape view based on an analysis of data received from the one or more accelerometers. Device **100** optionally includes, in addition to accelerometer(s) **168**, a magnetometer and a GPS (or GLONASS or other global navigation system) receiver for

obtaining information concerning the location and orientation (e.g., portrait or landscape) of device **100**.

[0096] 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** (FIG. **1**A) or **370** (FIG. **3**) stores device/global internal state **157**, as shown in FIGS. **1**A 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.

[0097] Operating system **126** (e.g., Darwin, RTXC, LINUX, UNIX, OS X, iOS, 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.

[0098] 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.

[0099] 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.

[0100] 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 threshold 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).

[0101] Contact/motion module **130** optionally detects a gesture input by a user. Different gestures on the touch-sensitive surface have different contact patterns (e.g., different motions, timings, and/or intensities of detected contacts). 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 (liftoff) 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 (liftoff) event.

[0102] 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.

[0103] 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**.

[0104] 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**.

[0105] 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).

[0106] 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).

[0107] Applications **136** optionally include the following modules (or sets of instructions), or a subset or superset thereof:

[0108] Contacts module **137** (sometimes called an address book or contact list);

[0109] Telephone module **138**;

[0110] Video conference module **139**;

[0111] E-mail client module **140**;

[0112] Instant messaging (IM) module **141**;

[0113] Workout support module **142**;

[0114] Camera module **143** for still and/or video images;

[0115] Image management module **144**;

[0116] Video player module;

[0117] Music player module;

[0118] Browser module **147**;

[0119] Calendar module **148**;

[0120] 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**;

[0121] Widget creator module **150** for making user-created widgets **149-6**;

[0122] Search module **151**;

[0123] Video and music player module **152**, which merges video player module and music player module;

[0124] Notes module **153**;

[0125] Map module **154**; and/or

[0126] Online video module **155**.

[0127] 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.

[0128] In conjunction with touch screen **112**, display controller **156**, contact/motion 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 module **139**, e-mail **140**, or IM **141**; and so forth.

[0129] In conjunction with RF circuitry **108**, audio circuitry **110**, speaker **111**, microphone **113**, touch screen **112**, display controller **156**, contact/motion 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 contacts module **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.

[0130] 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/motion module **130**, graphics module **132**, text input module **134**, contacts module **137**, and telephone module **138**, video conference 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.

[0131] In conjunction with RF circuitry **108**, touch screen **112**, display controller **156**, contact/motion 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**.

[0132] In conjunction with RF circuitry **108**, touch screen **112**, display controller **156**, contact/motion 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 an 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).

[0133] In conjunction with RF circuitry **108**, touch screen **112**, display controller **156**, contact/motion module **130**, graphics module **132**, text input module **134**, GPS module **135**, map module **154**, and music player module, 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.

[0134] In conjunction with touch screen **112**, display controller **156**, optical sensor(s) **164**, optical sensor controller **158**, contact/motion 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**.

[0135] In conjunction with touch screen **112**, display controller **156**, contact/motion 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.

[0136] In conjunction with RF circuitry **108**, touch screen **112**, display controller **156**, contact/motion 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.

[0137] In conjunction with RF circuitry **108**, touch screen **112**, display controller **156**, contact/motion 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.

[0138] In conjunction with RF circuitry **108**, touch screen **112**, display controller **156**, contact/motion 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).

[0139] In conjunction with RF circuitry **108**, touch screen **112**, display controller **156**, contact/motion 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).

[0140] In conjunction with touch screen **112**, display controller **156**, contact/motion 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.

[0141] In conjunction with touch screen **112**, display controller **156**, contact/motion 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.).

[0142] In conjunction with touch screen **112**, display controller **156**, contact/motion 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.

[0143] In conjunction with RF circuitry **108**, touch screen **112**, display controller **156**, contact/motion 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.

[0144] In conjunction with touch screen **112**, display controller **156**, contact/motion module **130**, graphics module **132**, audio circuitry **110**, speaker **111**, RF circuitry **108**, text input module **134**, e-mail client module **140**, and browser module **147**, online video module **155** includes instructions that allow the user to access, browse, receive (e.g., by streaming and/or download), play back (e.g., on the touch screen or on an external, connected display via external port **124**), send an e-mail with a link to a particular online video, and otherwise manage online videos in one or more file formats, such as H.264. In some embodiments, instant messaging module **141**, rather than e-mail client module **140**, is used to send a link to a particular online video. Additional description of the online video application can be found in U.S. Provisional Patent Application No. 60/936,562, "Portable Multifunction Device, Method, and Graphical User Interface for Playing Online Videos," filed Jun. 20, 2007, and U.S. patent application Ser. No. 11/968,067, "Portable Multifunction Device, Method, and Graphical User Interface for Playing Online Videos," filed Dec. 31, 2007, the contents of which are hereby incorporated by reference in their entirety.

[0145] Each of the above-identified modules and applications corresponds 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 (e.g., sets of instructions) need not be implemented as separate software programs (such as computer programs (e.g., including instructions)), procedures, or modules, and thus various subsets of these modules are, optionally, combined or otherwise rearranged in various embodiments. For example, video player module is, optionally, combined with music player module into a single module (e.g., video and music player module **152**, FIG. **1**A). 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.

[0146] 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.

[0147] 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.

[0148] FIG. **1**B is a block diagram illustrating exemplary components for event handling in accordance with some embodiments. In some embodiments, memory **102** (FIG. **1**A) or **370** (FIG. **3**) includes event sorter **170** (e.g., in operating system **126**) and a respective application **136-1** (e.g., any of the aforementioned applications **137-151**, **155**, **380-390**).

[0149] 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.

[0150] 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.

[0151] 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.

[0152] 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, peripherals 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).

[0153] In some embodiments, event sorter **170** also includes a hit view determination module **172** and/or an active event recognizer determination module **173**.

[0154] 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.

[0155] 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.

[0156] 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 (e.g., 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 **172**, 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.

[0157] 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.

[0158] 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 **182**.

[0159] 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**.

[0160] 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 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** include 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**.

[0161] 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).

[0162] 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.

[0163] 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 liftoff (touch end) for a predetermined phase, a second touch (touch begin) on the displayed object for a predetermined phase, and a second liftoff (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 liftoff of the touch (touch end). In some embodiments, the event also includes information for one or more associated event handlers **190**.

[0164] 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.

[0165] 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.

[0166] 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.

[0167] 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.

[0168] 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.

[0169] 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.

[0170] 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. In some embodiments, object updater **177** creates and updates objects used in application **136-1**. For example, object updater **177** 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.

[0171] 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.

[0172] 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 touchpads; 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.

[0173] FIG. **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.

[0174] Device **100** optionally also include 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**.

[0175] In some embodiments, 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**, headset 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**.

[0176] FIG. **3** is a block diagram of an exemplary multifunction device with a display and a touch-sensitive surface in accordance with some embodiments. Device **300** need not be portable. In some embodiments, device **300** is a laptop computer, a desktop computer, a tablet computer, a multimedia player device, a navigation device, an educational device (such as a child's learning toy), a gaming system, or a control device (e.g., a home or industrial controller). Device **300** typically includes one or more processing units (CPUs) **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 FIG. **1**A), 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 FIG. **1**A). 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** (FIG. **1**A), 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** (FIG. **1**A) optionally does not store these modules.

[0177] Each of the above-identified elements in FIG. **3** is, 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 computer programs (e.g., sets of instructions or including instructions) need not be implemented as separate software programs (such as computer programs (e.g., including instructions)), procedures, or modules, and thus various subsets of these modules are, optionally, combined or otherwise rearranged 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.

[0178] Attention is now directed towards embodiments of user interfaces that are, optionally, implemented on, for example, portable multifunction device **100**.

[0179] FIG. **4**A 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:

[0180] Signal strength indicator(s) **402** for wireless communication(s), such as cellular and Wi-Fi signals;

[0181] Time **404**;

[0182] Bluetooth indicator **405**;

[0183] Battery status indicator **406**;

[0184] Tray **408** with icons for frequently used applications, such as:

[0185] Icon **416** for telephone module **138**, labeled "Phone," which optionally includes an indicator **414** of the number of missed calls or voicemail messages;

[0186] Icon **418** for e-mail client module **140**, labeled "Mail," which optionally includes an indicator **410** of the number of unread e-mails;

[0187] Icon **420** for browser module **147**, labeled "Browser;" and

[0188] Icon **422** for video and music player module **152**, also referred to as iPod (trademark of Apple Inc.) module **152**, labeled "iPod;" and

[0189] Icons for other applications, such as:

[0190] Icon **424** for IM module **141**, labeled "Messages;"

[0191] Icon **426** for calendar module **148**, labeled "Calendar;"

[0192] Icon **428** for image management module **144**, labeled "Photos;"

[0193] Icon **430** for camera module **143**, labeled "Camera;"

[0194] Icon **432** for online video module **155**, labeled "Online Video;"

[0195] Icon **434** for stocks widget **149-2**, labeled "Stocks;"

[0196] Icon **436** for map module **154**, labeled "Maps;"

[0197] Icon **438** for weather widget **149-1**, labeled "Weather;"

[0198] Icon **440** for alarm clock widget **149-4**, labeled "Clock;"

[0199] Icon **442** for workout support module **142**, labeled "Workout Support;"

[0200] Icon **444** for notes module **153**, labeled "Notes;" and

[0201] Icon **446** for a settings application or module, labeled "Settings," which provides access to settings for device **100** and its various applications **136**.

[0202] It should be noted that the icon labels illustrated in FIG. **4**A are merely exemplary. For example, icon **422** for video and music player module **152** is 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.

[0203] FIG. **4**B illustrates an exemplary user interface on a device (e.g., device **300**, FIG. **3**) with a touch-sensitive surface **451** (e.g., a tablet or touchpad **355**, FIG. **3**) that is separate from the display **450** (e.g., touch screen display **112**). Device **300** also, optionally, includes one or more contact intensity sensors (e.g., one or more of sensors **359**) for detecting intensity of contacts on touch-sensitive surface **451** and/or one or more tactile output generators **357** for generating tactile outputs for a user of device **300**.

[0204] Although some of the examples that follow will be given with reference to inputs on touch screen display **112** (where the touch-sensitive surface and the display are combined), in some embodiments, the device detects inputs on a touch-sensitive surface that is separate from the display, as shown in FIG. **4**B. In some embodiments, the touch-sensitive surface (e.g., **451** in FIG. **4**B) has a primary axis (e.g., **452** in FIG. **4**B) that corresponds to a primary axis (e.g., **453** in FIG. **4**B) on the display (e.g., **450**). In accordance with these embodiments, the device detects contacts (e.g., **460** and **462** in FIG. **4**B) with the touch-sensitive surface **451** at locations that correspond to respective locations on the display (e.g., in FIG. **4**B, **460** corresponds to **468** and **462** corresponds to **470**). In this way, user inputs (e.g., contacts **460** and **462**, and movements thereof) detected by the device on the touch-sensitive surface (e.g., **451** in FIG. **4**B) are used by the device to manipulate the user interface on the display (e.g., **450** in FIG. **4**B) 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.

[0205] 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.

[0206] FIG. **5**A illustrates exemplary personal electronic device **500**. Device **500** includes body **502**. In some embodiments, device **500** can include some or all of the features described with respect to devices **100** and **300** (e.g., FIGS. **1**A-**4**B). In some embodiments, device **500** has touch-sensitive display screen **504**, hereafter touch screen **504**. Alternatively, or in addition to touch screen **504**, device **500** has a display and a touch-sensitive surface. As with devices **100** and **300**, in some embodiments, touch screen **504** (or the touch-sensitive surface) optionally includes one or more intensity sensors for detecting intensity of contacts (e.g., touches) being applied. The one or more intensity sensors of touch screen **504** (or the touch-sensitive surface) can provide output data that represents the intensity of touches. The user interface of device **500** can respond to touches based on their intensity, meaning that touches of different intensities can invoke different user interface operations on device **500**.

[0207] Exemplary techniques for detecting and processing touch intensity are found, for example, in related applications: International Patent Application Serial No. PCT/US2013/040061, titled "Device, Method, and Graphical User Interface for Displaying User Interface Objects Corresponding to an Application," filed May 8, 2013, published

as WIPO Publication No. WO/2013/169849, and International Patent Application Serial No. PCT/US2013/069483, titled "Device, Method, and Graphical User Interface for Transitioning Between Touch Input to Display Output Relationships," filed Nov. 11, 2013, published as WIPO Publication No. WO/2014/105276, each of which is hereby incorporated by reference in their entirety.

[0208] In some embodiments, device **500** has one or more input mechanisms **506** and **508**. Input mechanisms **506** and **508**, if included, can be physical. Examples of physical input mechanisms include push buttons and rotatable mechanisms. In some embodiments, device **500** has one or more attachment mechanisms. Such attachment mechanisms, if included, can permit attachment of device **500** with, for example, hats, eyewear, earrings, necklaces, shirts, jackets, bracelets, watch straps, chains, trousers, belts, shoes, purses, backpacks, and so forth. These attachment mechanisms permit device **500** to be worn by a user.

[0209] FIG. **5**B depicts exemplary personal electronic device **500**. In some embodiments, device **500** can include some or all of the components described with respect to FIGS. **1**A, **1**B, and **3**. Device **500** has bus **512** that operatively couples I/O section **514** with one or more computer processors **516** and memory **518**. I/O section **514** can be connected to display **504**, which can have touch-sensitive component **522** and, optionally, intensity sensor **524** (e.g., contact intensity sensor). In addition, I/O section **514** can be connected with communication unit **530** for receiving application and operating system data, using Wi-Fi, Bluetooth, near field communication (NFC), cellular, and/or other wireless communication techniques. Device **500** can include input mechanisms **506** and/or **508**. Input mechanism **506** is, optionally, a rotatable input device or a depressible and rotatable input device, for example. Input mechanism **508** is, optionally, a button, in some examples.

[0210] Input mechanism **508** is, optionally, a microphone, in some examples. Personal electronic device **500** optionally includes various sensors, such as GPS sensor **532**, accelerometer **534**, directional sensor **540** (e.g., compass), gyroscope **536**, motion sensor **538**, and/or a combination thereof, all of which can be operatively connected to I/O section **514**.

[0211] Memory **518** of personal electronic device **500** can include one or more non-transitory computer-readable storage mediums, for storing computer-executable instructions, which, when executed by one or more computer processors **516**, for example, can cause the computer processors to perform the techniques described below, including processes **700**, **800**, **1000**, **1200**, and **1400** (FIGS. **7**, **8**, **10**, **12**, and **14**). A computer-readable storage medium can be any medium that can tangibly contain or store computer-executable instructions for use by or in connection with the instruction execution system, apparatus, or device. In some examples, the storage medium is a transitory computer-readable storage medium. In some examples, the storage medium is a non-transitory computer-readable storage medium. The non-transitory computer-readable storage medium can include, but is not limited to, magnetic, optical, and/or semiconductor storages. Examples of such storage include magnetic disks, optical discs based on CD, DVD, or Blu-ray technologies, as well as persistent solid-state memory such as flash, solid-state drives, and the like. Personal electronic device **500** is not limited to the components and configuration of FIG. **5**B but can include other or additional components in multiple configurations.

[0212] As used here, the term "affordance" refers to a user-interactive graphical user interface object that is, optionally, displayed on the display screen of devices **100**, **300**, and/or **500** (FIGS. **1**A, **3**, and **5**A-**5**B). For example, an image (e.g., icon), a button, and text (e.g., hyperlink) each optionally constitute an affordance.

[0213] 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 FIG. **3** or touch-sensitive surface **451** in FIG. **4**B) 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 FIG. **1**A or touch screen **112** in FIG. **4**A) 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).

[0214] As used in the specification and claims, the term "characteristic intensity" of a contact refers to a characteristic of the contact based on one or more intensities of the contact. In some embodiments, the characteristic intensity is based on multiple intensity samples. The characteristic intensity is, optionally, based on a predefined number of intensity samples, or a set of intensity samples collected during a predetermined time period (e.g., 0.05, 0.1, 0.2, 0.5, 1, 2, 5, 10 seconds) relative to a predefined event (e.g., after detecting the contact, prior to detecting liftoff of the contact, before or after detecting a start of movement of the contact, prior to detecting an end of the contact, before or after detecting an increase in intensity of the contact, and/or before or after detecting a decrease in intensity of the contact). A characteristic intensity of a contact is, optionally, based on one or more of: a maximum value of the intensities

of the contact, a mean value of the intensities of the contact, an average value of the intensities of the contact, a top 10 percentile value of the intensities of the contact, a value at the half maximum of the intensities of the contact, a value at the 90 percent maximum of the intensities of the contact, or the like. In some embodiments, the duration of the contact is used in determining the characteristic intensity (e.g., when the characteristic intensity is an average of the intensity of the contact over time). In some embodiments, the characteristic intensity is compared to a set of one or more intensity thresholds to determine whether an operation has been performed by a user. For example, the set of one or more intensity thresholds optionally includes a first intensity threshold and a second intensity threshold. In this example, a contact with a characteristic intensity that does not exceed the first threshold results in a first operation, a contact with a characteristic intensity that exceeds the first intensity threshold and does not exceed the second intensity threshold results in a second operation, and a contact with a characteristic intensity that exceeds the second threshold results in a third operation. In some embodiments, a comparison between the characteristic intensity and one or more thresholds is used to determine whether or not to perform one or more operations (e.g., whether to perform a respective operation or forgo performing the respective operation), rather than being used to determine whether to perform a first operation or a second operation.

[0215] As used herein, an "installed application" refers to a software application that has been downloaded onto an electronic device (e.g., devices **100**, **300**, and/or **500**) and is ready to be launched (e.g., become opened) on the device. In some embodiments, a downloaded application becomes an installed application by way of an installation program that extracts program portions from a downloaded package and integrates the extracted portions with the operating system of the computer system.

[0216] As used herein, the terms "open application" or "executing application" refer to a software application with retained state information (e.g., as part of device/global internal state **157** and/or application internal state **192**). An open or executing application is, optionally, any one of the following types of applications:

[0217] an active application, which is currently displayed on a display screen of the device that the application is being used on;

[0218] a background application (or background processes), which is not currently displayed, but one or more processes for the application are being processed by one or more processors; and

[0219] a suspended or hibernated application, which is not running, but has state information that is stored in memory (volatile and non-volatile, respectively) and that can be used to resume execution of the application.

[0220] As used herein, the term "closed application" refers to software applications without retained state information (e.g., state information for closed applications is not stored in a memory of the device). Accordingly, closing an application includes stopping and/or removing application processes for the application and removing state information for the application from the memory of the device. Generally, opening a second application while in a first application does not close the first application. When the second application is displayed and the first application ceases to be displayed, the first application becomes a background application.

[0221] Attention is now directed towards embodiments of user interfaces ("UI") and associated processes that are implemented on an electronic device, such as portable multifunction device **100**, device **300**, or device **500**.

[0222] FIGS. **6**A-**6**M illustrate exemplary user interfaces for managing one or more portions of a media representation in accordance with some embodiments. The user interfaces in FIGS. **6**A-**6**M are used to illustrate the processes described below, including the processes in FIGS. **7** and **8**.

[0223] FIG. **6**A illustrates computer system **600** displaying a web browser user interface. The web browser user interface includes browser control region **602**, browser display region **604**, and browser control region **606**. Browser control region **602** includes address field **602***a*, where a web address for a website can be entered so that computer system **600** can navigate to the website. Browser display region **604** is positioned between application control regions **602** and **606**. In FIG. **6**A, computer system **600** is currently displaying media representation **610** that is on a webpage that has a web address that includes "example.com" (e.g., as indicated in address field **602***a* in browser display region **604**). As illustrated in FIG. **6**A, media representation **610** depicts subject **610***a* (e.g., a cat) and subject **610***b* (e.g., a lizard) in a physical environment. Media representation **610** includes background **610***c* (e.g., tree trunk and line behind tree trunk in FIG. **6**A). Browser control region **606** includes one or more controls for interacting with a web browser application that corresponds to the web browser user interface. Browser control region **606** includes back control **606***a* (e.g., where, in response to detecting selection of back control **606***a*, computer system **600** displays a webpage for a previously visited web address in a first direction in a queue of recently visited web addresses), forward control **606***b* (e.g., where, in response to detecting a selection of forward control **606***b*, computer system **600** displays a webpage for a previously visited web address in a second direction in a queue of recently visited web addresses), share control **606***c* (e.g., where, in response to detecting a selection of share control **606***c*, computer system **600** initiates a process for sharing visual content from a web address, history control **606***d* (e.g., where, in response to detecting a selection of history control **606***d*, computer system **600** displays a list of previously visited web addresses), and navigation control **606***e* (e.g., where, in response to detecting a selection of navigation control **606***e*, computer system **600** displays one or more objects for navigating to different previously displayed webpages). In some embodiments, computer system **600** includes one or more components of electronic devices **100**, **300**, and/or **500**. At FIG. **6**A, computer system **600** detects tap input **650***a***1** on (e.g., directed to and/or at a location that corresponds to) share control **606***c* or press-and-hold input **650***a***2** on (e.g., directed to and/or at or directed to a location that corresponds to) media representation **610**. In some embodiments, tap input **650***a***1** and/or press-and-hold input **650***a***2** (as well as other inputs described below) can be one or more other inputs, such as a mouse click and/or a hover input (e.g., mouse hovering over a particular location).

[0224] As illustrated in FIG. **6**B, in response to detecting input **650***a***1** on share control **606***c* (or, in some embodiments, press-and-hold input **650***a***2**), computer system **600** displays share user interface **616**. Share user interface **616** includes exit control **616***a* (e.g., where, in response to detecting an input directed to exit control **616***a*, computer system **600** ceases to display share user interface **616** and, in

some embodiments, re-displays the web browser user interface of FIG. **6**A), media representation **620**, share-with-user region **622**, share-via-application region **624**, and controls menu **626**. Media representation **620** is a version of media representation **610** (e.g., a thumbnail representation of media **610** and/or a reduced-sized version of media representation **610**). Media representation **620** includes subject **610***a* (e.g., a cat) and subject **610***b* (e.g., a lizard) in a physical environment (e.g., that includes background **610***c*), which were also included in media representation **610**. Share-with-user region **622** includes a group of share controls (e.g., **622***a*-**622***d*) that, when an individual share control of the group of share controls is selected, causes computer system **600** to share media representation **620** with one or more computer systems and/or accounts that are associated with the individual share control. As illustrated in FIG. **6**B, share-with-user region **622** includes share-with-David control **622***a* (e.g., where, in response to detecting an input directed to share-with-David control **622***a*, computer system **600** shares media representation **620** to an account and/or a computer system associated with a user named "David Appleseed"), share-with-mountaineers **622***b* (e.g., where, in response to detecting an input directed to share-with-mountaineers control **622***b*, computer system **600** shares media representation **620** to an account and/or a computer system associated with a user and/or a group of users named "Mountaineers"), share-with-Sarah **622***c* (e.g., where, in response to detecting an input directed to share-with-Sarah **622***c*, computer system **600** shares media representation **620** to an account and/or a computer system associated with a user named "Sarah Apples"), and share-with-Andrew **622***d* (e.g., where, in response to detecting an input directed to share-with-Andrew **622***d*, computer system **600** shares media representation **620** to an account and/or a computer system associated with a user named "Andrew Casey"). As illustrated in FIG. **6**B, computer system **600** displays each of the share controls with an indication (e.g., transmission-mechanism indications **622***a***1** and/or **622***a***2**) that represents an application and/or mechanism that computer system **600** will share media representation **620** in response to computer system **600** detecting a selection of an individual share control. For example, in response to detecting an input directed to share-with-David control **622***a*, computer system **600** shares media representation **620** via a communication-protocol application (e.g., a Bluetooth and/or wireless protocol application), as indicated by transmission-mechanism indication **622***a***1**. In response to detecting an input directed to share-with-mountaineers control **622***b*, computer system **600** will share media representation **620** via a messaging application, as indicated by transmission-mechanism indication **622***b***1**. Share-via-application region **624** includes a group of share controls (e.g., **624***a*-**624***d*) that, when selected, cause computer system **600** to send media representation **620** to an application that corresponds to the selected individual share control. As illustrated in FIG. **6**B, share-via-application region **624** includes share-via-drop control **624***a* (e.g., where, in response to detecting an input directed to share-via-drop control **624***a*, computer system **600** initiates a process to share media representation **620** via a communication-protocol application), share-via-messages control **624***b* (e.g., where, in response to detecting an input directed to share-via-messages control **624***b*, computer system **600** initiates a process to share media representation **620** via a messaging application, such as a text messaging application), share-via-mail control **624***c* (e.g., where, in response to detecting an input directed to share-via-mail control **624***c*, computer system **600** initiates a process to share media representation **620** via an e-mail messaging application), and share-via-chat control **624***d* (e.g., where, in response to detecting an input directed to share-via-chat control **624***d*, computer system **600** initiates a process to share media representation **620** via a chat application).

[0225] As illustrated in FIG. **6**B, controls menu **626** includes copy-photo control **626***a* and copy-subjects control **626***b*. Copy-photo control **626***a* is a control that, when selected, causes computer system **600** to copy media representation **620** (e.g., subjects **610***a*-**610***b* and background **610***c*) (e.g., to copy data corresponding to media representation **620** into a copy buffer), and copy-subjects control **626***b* is a control that, when selected, causes computer system **600** to copy subjects **610***a*-**610***b* without copying background **610***c* of media representation **610** (e.g., to copy data corresponding to subjects **610***a*-**610***b* without data corresponding to background **610***c* into a copy buffer). As illustrated in FIG. **6**B, in response to detecting input **650***a***1**, computer system **600** also displays remove-background control **614** that includes background-status indication **614***a*. In FIG. **6**B, background-status indication **614***a* indicates (e.g., via the checkmark in background status indication **614***a*) that computer system **600** is currently displaying media representation **620**, such that media representation **620** includes background **610***c*. Notably, at FIG. **6**B, computer system **600** displays copy-subjects control **626***b* and remove-background control **614** (e.g., including background-status indication **614***a*) because a determination has been made that media representation **620** (or media representation **610** and/or the media item that media representation **610** and/or media representation **620** represents) includes at least one subject (e.g., subjects **610***a*-**610***b*). Moreover, computer system **600** also displays copy-subjects control **626***b* because a determination has been made that media representation **620** includes two or more subjects (e.g., subjects **610***a*-**610***b*). In some embodiments, computer system **600** displays a copy-subjects control based on a determination that is made that a media representation (and/or the media item represented by the media representation) includes one subject (and not multiple subjects). In some embodiments, a subject is a person, animal, and/or object. In some embodiments, in response to detecting an input directed to the copy-subjects control **626***b*, computer system **600** copies a detected subject without copying background **610***c* of media representation **610**. In some embodiments, computer system **600** does not display remove-background control **614**, copy-subjects control **626***b*, or a copy-subjects control when a determination has been made that a media representation does not include at least one subject. In some embodiments, computer system **600** displays copy-photo control **626***a* regardless of whether a determination is made based on at least one subject being included in a media representation. At FIG. **6**B, computer system **600** detects tap input **650***b* on remove-background control **614***a*. In some embodiments, as a part of detecting tap input **650***b* on remove-background control **614***a*, computer system **600** detects an input on updates background-status indication **614***a*.

[0226] As illustrated in FIG. **6**C, in response to detecting tap input **650***b*, computer system **600** removes background **610***c* of FIG. **6**B from media representation **620** of FIG. **6**C.

Thus, at FIG. **6**C, media representation **620** includes subjects **610***a*-**610***b* and does not include background **610***c* of FIG. **6**B. Additionally, computer system **600** updates background-status indication **614***a* (e.g., no checkmark in background status indication **614***a* of FIG. **6**C) to indicate that computer system **600** has removed background **610** from media representation **620**. At FIG. **6**C, in response to computer system **600** detecting an input on a share control (e.g., one or more share controls as described above in relation to FIG. **6**B), computer system **600** shares media representation **620** that includes subjects **610***a*-**610***b* and does not include background **610***c* of FIG. **6**B with one or more computer systems and/or applications. In some embodiments, in response to detecting tap input **650***c***1** on remove-background **614**, computer system **600** re-displays the user interface of FIG. **6**B and/or displays media representation **620**, such that media representation **620** includes subjects **610***a*-**610***b* and background **610***c*. In some embodiments, in response to detecting tap input **650***c***2** on exit control **616***a*, computer system **600** re-displays the user interface of FIG. **6**A (e.g., with background **610***c* being removed from media representation **610** of FIG. **6**A). Looking back at FIG. **6**A, computer system **600** alternatively (e.g., alternative to detecting tap input **650***a***1**) detects press-and-hold input **650***a***2** on media representation **610**.

[0227] As illustrated in FIG. **6**D, in response to detecting press-and-hold input **650***a***2** (or, in some embodiments, tap input **650***a***1**), computer system **600** displays media representation **612** and menu **636**. Media representation **612** is a version of media representation **610** (e.g., a reduced-sized version of media representation **610**). In response to detecting press-and-hold input **650***a***2**, computer system **600** displays remove-background control **614** that includes background-status indication **614***a* on top of media representation **610**, using one or more similar techniques as described above in relation to FIGS. **6**B-**6**C. Menu **636** includes copy-photo control **626***a* and copy-subjects control **626***b*, which computer system **600** displays using one or more similar techniques as described above in relation to FIGS. **6**B-**6**C. Menu **636** also includes other controls, such as share control **636***d* (where, in response to detecting an input directed to share control **636***d*, computer system **600** displays the user interface of FIG. **6**B), add-to-photos control **636***e* (e.g., where, in response to detecting an input directed to add-to-photos control **636***e*, computer system **600** adds the currently displayed media representation **612** to a gallery of media items), copy-subjects-for-later control **636***f* (e.g., where, in response to detecting an input directed to copy-subjects-for-later control **636***f*, computer system **600** copies subjects **610***a*-**610***b* and saves one or more graphical objects that include subject **610***a* without background **610***c* and subject **610***b* without background **610***c*), and look-up control **636***g* (e.g., where, in response to detecting an input directed to look-up control **636***g*, computer system **600** initiates a process to provide additional information (e.g., location information that a media item was captured, file size of a representation of a media item, and/or one or more media items that are associated with the media item) that corresponds to media representation **612**). In some embodiments, in response to detecting input **650***d***2** on copy-subjects control **626***b*, computer system **600** copies subjects **610***a*-**610***b* to a copy buffer (or one or more applications) without copying subjects **610***c* to the copy buffer (or one or more applications). In some embodiments, in response to detecting input **650***d***3** directed to copy-subjects-for-later control **636***f*, computer system **600** saves the one or more files that include subject **610***a* without background **610***c* and subject **610***b* without background **610***c*, such that a representation (e.g., a graphical object) of subject **610***a* (e.g., without background **610**) and/or a representation (e.g., a graphical object) of subject **610***b* (e.g., without background **610**) can be selected via a keyboard input (e.g., such as an input on the keyboard in keyboard region **632** of FIG. **6**G described below). In some embodiments, computer system **600** deemphasizes and displays one or more portions of the browser application of FIG. **6**A (e.g., such as the text in browser display region **604**) while displaying media representation **612** and menu **636**, where media representation **612** and menu **636** are emphasized relative to the one or more portions of the browser application of FIG. **6**A. In some embodiments, in response to detecting an input directed to remove-background control **614**, computer system **600** ceases to display background **610** and continues to display subjects **610***a*-**610***b* as a part of media representation **612**. At FIG. **6**D, computer system **600** detects press-and-hold input **650***d***1** on subject **610***a* (e.g., the cat) and/or tap input **650***d***2** on copy-subjects control **626***b*.

[0228] As illustrated in FIG. **6**E, in response to detecting press-and-hold input **650***d***1** and/or tap input **650***d***2** on copy-subjects control **626***b*, computer system **600** displays copy-subjects control **628***a* and share control **628***b*, where copy-subjects control **628***a* and share control **628***b* are associated with subject **610***a* and not subject **610***b*. Here, copy-subjects control **628***a* and share control **628***b* are associated with subject **610***a* and not subject **610***b* because computer system **600** detected press-and-hold input **650***d***1** on subject **610***a*. If computer system **600** detected press-and-hold input **650***d***1** on subject **610***c*, computer system **600** would display a copy-subjects control and a share control that is associated with subject **610***b* and not subject **610***a*. At FIG. **6**E, in response to detecting tap input **650***e***1** on copy-subjects control **628***a*, computer system **600** copies subject **610***a* without copying subject **610***b* and background **610***c* into a copy buffer. At FIG. **6**E, in response to detecting tap input **650***e***2** on share control **628***b*, computer system **600** initiates a process to share a representation of subject **610***a* without sharing the representation of subject **610***b* and background **610***c* (e.g., a process, such as one or more processes as described above in relation to the share controls on share user interface **616** (in some embodiments, without displaying share user interface **616**) and/or a process that includes displaying share user interface **616**). As illustrated in FIG. **6**E, in response to detecting press-and-hold input **650***d***1** and/or tap input **650***d***2**, computer system **600** deemphasizes background **610***c* (e.g., greys-out) relative to subjects **610***a*-**610***b*. In some embodiments, in response to detecting press-and-hold input **650***d* and/or tap input **650***d***2**, computer system **600** deemphasizes background **610***c* and subject **610***b* relative to subject **610***a*. In some embodiments, as a part of deemphasizing background **610***c* and subject **610***b* relative to subject **610***a*, computer system **600** determines and selects a border between subject **610***a* and background **610***c*. In some embodiments, in response to detecting a press-and-hold input directed to subject **610***b* and/or tap input **650***d***2**, computer system **600** deemphasizes background **610***c* and subject **610***a* relative to subject **610***b*. At

FIG. **6**E, while continuing to detect press-and-hold input **650***d***1**, computer system **600** rightward movement of press-and-hold input **650***d***1**.

[0229] As illustrated in FIG. **6**F, in response to detecting rightward movement of press-and-hold input **650***d***1** (e.g., and while continuing to detect press-and-hold input **650***d*), computer system **600** displays reduced-sized representation **610***a***1** and moves reduced-sized representation **610***a***1** across the display of computer system **600** based on the movement of press-and-hold input **650***d***1**. Reduced-sized representation **610***a***1** is a representation of subject **610***a*, and reduced-sized representation **610***a***1** is smaller than the representation of subject **610***a* that is currently displayed as being a part of media representation **612**. As illustrated in FIG. **6**F, subject **610***b* does not move and a reduced-sized representation for subject **610***b* is not displayed in response to detecting rightward movement of press-and-hold input **650***d***1**. In some embodiments, reduced-sized representation **610***a***1** includes a representation of subject **610***a* and background **610***c*. In some embodiments where reduced-sized representation **610***a***1** includes a representation of subject **610***a* and a representation of background **610***c*, the representation of background **610** is deemphasized relative to the representation of background **610***c* in reduced-sized representation **610***a***1**. In some embodiments, in response to detecting rightward movement of press-and-hold input **650***d***1**, computer system **600** moves the display of subject **610***a* across the display of computer system **600**. In some embodiments, in response to detecting rightward movement of press-and-hold input **650***d***1** (or another input that is directed to subject **610***b*), computer system **600** displays a reduced-sized representation for subject **610***b* and moves the reduced-sized representation for subject **610***b* across the display of computer system **600**. In some embodiments, in response to detecting one or more inputs, computer system **600** moves subjects **610***a*-**610***b* (and/or reduced-sized representations for subject **610***a*-**610***b* across the display of computer system **600**). In some embodiments, one or more of subjects **610***a*-**610***b* are visually deemphasized relative to reduced-sized representation **610***a***1** while press-and-hold input **650***d***1** is detected. In some embodiments, in response to detecting lift off of press-and-hold input **650***d***1**, computer system **600** displays subject **610***a* at a location on media representation **612** at which computer system **600** detected press-and-hold **650***d***1** before lift of press-and-hold input **650***d***1** was detected (e.g., a location that is in a second portion of media representation **612** that did not originally include subject **610***a*). In some embodiments, in response to detecting lift off of press-and-hold input **650***d***1**, computer system **600** ceases to deemphasize the background relative to subject **610***a* and/or subject **610***b*. In some embodiments, in response to detecting lift off of press-and-hold input **650***d***1**, computer system **600** ceases to display reduced-sized representation **610***a***1**. At FIG. **6**F, while continuing to detect press-and-hold input **650***d***1**, computer system **600** detects downward movement of press-and-hold input **650***d***1**.

[0230] As illustrated in FIG. **6**G, in response to detecting downward movement of press-and-hold input **650***d***1**, computer system **600** displays a note-taking application that includes note-content region **630** and keyboard-region **632**. As illustrated in FIG. **6**G, computer system **600** displays reduced-sized representation **610***a***1** in note-content region **630** in response to detecting downward movement of press-and-hold input **650***d***1** (e.g., reduced-sized representation **610***a***1** has been dragged to note-content region **630**). At FIG. **6**G, computer system **600** detects lift off of press-and-hold input **650***d***1**. As illustrated in FIG. **6**H, in response to detecting lift off of press-and-hold input **650***d***1**, computer system **600** displays representation **630***a*, where representation **630***a* is subject **610***a* in media representation **612** of FIG. **6**D. At FIG. **6**H, representation **630***a* continues to be displayed as a part of the note-taking application while computer system **600** detects one or more other inputs and/or after detecting lift off of press-and-hold input **650***d***1**. Thus, as described above in relation to FIGS. **6**D-**6**H, computer system **600** can copy one or more subjects from one portion of an application to another portion of the application and/or to a different application based on detecting one or more inputs.

[0231] FIGS. **6**I-**6**M illustrate computer system **690** displaying a copy subject control and/or a remove background control. In FIGS. **6**I-**6**M, computer system **690** is a laptop computer and is a different computer system than computer system **600**, which is a phone. In some embodiments, computer system **690** includes one or more components of electronic devices **100**, **300**, and/or **500**. In some embodiments, computer system **690** is the same as computer system **600**. In some embodiments, computer system **690** performs one or more techniques and/or operations (e.g., in response to detecting inputs) as described above in relation to computer system **600** of FIGS. **6**A-**6**H. In some embodiments, computer system **600** performs one or more techniques and/or operations (e.g., in response to detecting inputs) as described above in relation to computer system **690** of FIGS. **6**I-**6**M. In some embodiments, a computer system displays a copy subject control and/or a remove background control and performs one or more operations in view of the copy subject control and/or the remove background control for media representations that are displayed different applications (e.g., photo editing application, a camera application, and/or a file manager application) than the applications described in relation to FIGS. **6**A-**6**M. In some embodiments, a computer system displays a copy subject control and/or a remove background control and performs one or more operations in view of the copy subject control and/or the remove background control for video media, photo media, previously captured media, live media, and/or live preview media (e.g., media that is currently being captured and/or visual content that is within the field-of-view of one or more cameras of the computer system), using one or more techniques as described in relation to FIGS. **6**A-**6**M. In some embodiments, when a computer system removes a background and/or copies a subject from a media representation, the computer system modifies the media representation and does modify the data of the underlying media item that is represented by the media representation (e.g., only the media representation that is displayed). In other embodiments, when a computer removes a background and/or copies a subject from a media representation, the computer system modifies the underlying the data of the underlying media item.

[0232] As illustrated in FIG. **6**I, computer system **690** displays a user interface that includes media representation **642** and menu **646**. Media representation **642** is a version of media representation **610** (e.g., as described above in relation to FIG. **6**A), where media representation **610** includes subjects **610***a*-**610***b* and background **610**. Menu **646** is a tools menu and includes copy option **646***a*, copy-subjects

control **626***b*, emphasize-subjects control **646***b*, and remove-background control **674**, among other controls for editing media. In some embodiments, computer system **600** displays menu **646** in response to detecting an input directed to a tools option (e.g., "TOOLS" in FIG. **6**I). At FIG. **6**I, in response to detecting an input on copy option **646***a*, computer system **690** copies media representation **642** (e.g., subjects **610***a*-**610***b* and background **610***c*) (e.g., to copy data corresponding to media representation **620** into a copy buffer).

[0233] At FIG. **6**I, in response to detecting an input on copy-subjects control **626***b*, computer system **690** copies subjects **610***a*-**610***b* without copying background **610***c* (e.g., and uses one or more techniques as described above in relation to FIGS. **6**A-**6**H). At FIG. **6**I, in response to detecting an input on emphasize-subjects control **646***b*, computer system **690** updates representation **642** to emphasize subject **610***a* and/or subject **610***b* relative to background **610***c*. At FIG. **6**I, in response to detecting an input on remove-background control **674**, computer system **690** updates representation **642** to include subjects **610***a*-**610***b* without including background **610***c* (e.g., and uses one or more techniques as described above in relation to remove-background control **614** of FIGS. **6**A-**6**H). As illustrated in FIG. **6**I, computer system **690** displays media representation **642**, such that subjects **610***a*-**610***b* is emphasized relative to background **610***c* (e.g., as indicated by background **610***c* being grey-out in FIG. **6**I). At FIG. **6**I, computer system **690** emphasizes subjects **610***a*-**610***b* relative to background **610***c* because cursor **680** is within a predetermined distance from (e.g., 0.1-5 centimeters) and/or is on copy-subjects control **626***b* for a predetermined period of time (e.g., 0.05-5 seconds). In some embodiments, in response to detecting that cursor **680** is within the predetermined distance from (e.g., 0.1-5 centimeters) and/or on emphasize-subjects control **646***b* for a predetermined period of time (e.g., 0.05-5 seconds), computer system **690** displays representation **642**, such that background **610***c* is removed from media representation **642**. In some embodiments, in response to detecting that cursor **680** is within the predetermined distance from (e.g., 0.1-5 centimeters) and/or on remove-background control **674** for a predetermined period of time (e.g., 0.05-5 seconds), computer system **690** displays representation **642**, such that background **610***c* is removed from media representation **642**. At FIG. **6**I, computer system **690** detects movement of cursor **680**. At FIG. **6**J, in response to detecting movement of cursor **680**, a determination is made that cursor **680** is no longer within the predetermined distance from and/or on copy-subjects control **626***b* (e.g., for a predetermined period of time (e.g., 1-5 seconds)). As illustrated in FIG. **6**J, computer system **690** ceases to emphasize subjects **610***a*-**610***b* relative to background **610***c* (e.g., as indicated by background **610***c* not being greyed-out) because the determination was made that cursor **680** is no longer within the predetermined distance from and/or on copy-subjects control **626***b* (e.g., for longer than the predetermined period of time).

[0234] FIG. **6**K illustrates computer system **690** displaying a file manager user interface that includes file navigation panel **654** and media icons **658**. Media icons **658** include scenery icon **658***a* (e.g., that corresponds to a photo of a media item that looks like the image included with scenery icon **658***a*), food icon **658***b* (e.g., that corresponds to a photo of a media item that looks like the image included with food icon **658***b*), park icon **658***c* (e.g., that corresponds to the media item that also corresponds to media representation **610** of FIG. **6**A), and favorites icon **658***d* (e.g., that corresponds to a video of a frame of a video that looks like the image included with favorites **658***d*). As illustrated in FIG. **6**K, computer system **690** displays icons **658** as the contents of a folder (e.g., "Project Files"). At FIG. **6**K, computer system **690** detects one or more inputs (e.g., a click input), which include pointer activation **650***k* (e.g., a left mouse click (and, in some embodiments, a trackpad click), a right mouse click, and/or a press-and-hold mouse click).

[0235] As illustrated in FIG. **6**L, in response to detecting the one or more inputs that include pointer activation **650***k*, computer system **690** displays menu **656** that includes copy documents **656***a* (that, when selected, causes computer system **690** to copy park icon **658***c* into a copy buffer), copy-subjects control **626***b*, emphasize-subjects control **646***b*, and remove-background control **674**. As illustrated in FIG. **6**L, in response to detecting the one or more inputs that includes pointer activation **650***k* and in response to detecting that cursor **680** is within the predetermined distance from (e.g., 0.1-5 centimeters) and/or on remove-background control **674** for a predetermined period of time (e.g., 0.05-5 seconds), computer system **690** modifies park icon **658***c*, such that park icon **658***c* is displayed with subjects **610***a*-**610***b* and without background **610***c*. At FIG. **6**L, computer system **650** detects pointer activation **650***l*. As illustrated in FIG. **6**M, in response to detecting pointer activation **650***l*, computer system **690** continues to display park icon **658***c*, such that park icon **658***c* is displayed with subjects **610***a*-**610***b* and without background **610***c*. As illustrated in FIG. **6**M, computer system **690** is displaying the file manager user interface after detecting a pointer activation input on scenery icon **658***a*. At FIG. **6**M, in response to detecting the pointer activation input on scenery icon **658***a*, computer system **690** displays menu **656**, where menu **656** does not include copy-subjects control **626***b*, emphasize-subjects control **646***b*, and remove-background control **674** because the media item represented by scenery icon **658***a* (and/or the image that is a part of scenery icon **658***a*) does not include at least one subject. Thus, in some embodiments, a computer system does not display one or more controls for copying subject(s) in, emphasizing subject(s) in, and/or removing a background of a respective media representation if at least one subject has not been detected in the respective media representation.

[0236] FIG. **7** is a flow diagram illustrating methods of managing the background of a media representation in accordance with some embodiments. Method **700** is performed at a computer system (e.g., **100**, **300**, **500**, and/or **600**) (e.g., a smartphone, a desktop computer, a laptop, a tablet) that is in communication with a display generation component (e.g., a display controller, a touch-sensitive display system). In some embodiments, the computer system is in communication with one or more input devices (e.g., a touch-sensitive surface). Some operations in method **700** are, optionally, combined, the orders of some operations are, optionally, changed, and some operations are, optionally, omitted.

[0237] As described below, method **700** provides an intuitive way for managing the background of a media representation. The method reduces the cognitive burden on a user for managing the background of a media representation, thereby creating a more efficient human-machine interface.

For battery-operated computing devices, enabling a user to manage the background of a media representation faster and more efficiently conserves power and increases the time between battery charges.

[0238] The computer system detects (**702**) (e.g., via one or more input devices) a request (e.g., **650***a***1** and/or **650***a***2**) to display a user interface that corresponds to (e.g., that is associated with) a media item (as described above in relation to, e.g., **610**, **612**, **620**, **642**, and/or **658***a*-**658***c*) (e.g., photo media, video media) (e.g., live media, a live preview (e.g., media corresponding a representation of a field-of-view (e.g., a current field-of-view) of the one or more cameras that has not been captured (e.g., in response to detecting a request to capture media (e.g., detecting selection of a shutter affordance)) and/or previously captured media (e.g., media corresponding a representation of a field-of-view (e.g., a previous field-of-view) of the one or more cameras that has been captured, a media item that has been saved and can be accessed by a user at a later time and/or a representation of media displayed in response to receiving an gesture on a thumbnail representation of the media (e.g., in a media gallery)). In some embodiments, as a part of detecting the request to display the user interface, the computer system detects a request to display the media item.

[0239] In response to detecting the request (e.g., **650***a***1** and/or **650***a***2**) to display the user interface that corresponds to the media item, the computer system displays (**704**), via the display generation component, the user interface that corresponds to the media item, including: in accordance with a determination that a subject has automatically (e.g., without user input that identifies the subject) been detected in the media item, displaying (**706**), via the display generation component, a first user interface object (e.g., **614**, **614***a*, and/or **674**) that, when selected, causes the computer system (e.g., **600**) to alter (e.g., removes) display of a portion (e.g., **610***c*) (e.g., background) of the media item in a representation (e.g., **610**, **612**, **620**, **642**, and/or **658***a*-**658***c*) of the media item (e.g., the representation of the media continues to include the subject while the background of the media item is removed) without altering display of the subject (e.g., **610***a*-**610***b*) in the representation of the media item; and in accordance with a determination that the subject has not automatically been detected in the media item, forgoing display (**708**) of the first user interface object (e.g., as described above in relation to FIGS. **6**A-**6**D and **6**M). In some embodiments, the first user interface object is displayed concurrently with the representation of the media item. In some embodiments, in accordance with a determination that the subject has not automatically been detected in the media item, the representation of the media item is displayed and/or continues to be displayed. In some embodiments, before detecting the request to display the user interface that corresponds to the media item, the computer system displays the representation of the media item. In some embodiments. the media item includes (and/or is) an image or a video (e.g., as described above in relation to FIGS. **6**I-**6**M). Choosing whether to display the first user interface object when prescribed conditions are met allows the computer system to automatically display the first user interface object in situations that are relevant (e.g., based on a subject being automatically detected in the media item), which performs an operation when a set of conditions has been met without requiring further user input and provides additional control options without cluttering the user interface.

[0240] In some embodiments, in response to detecting the request to display the user interface that corresponds to the media item, the computer system displays, via the display generation component, the user interface (e.g., user interface that includes **610**, **612**, **620**, **642**, and/or **658***a*-**658***c*) that corresponds to the media item, including: displaying, via the display generation component, the representation (e.g., **610**, **612**, **620**, **642**, and/or **658***a*-**658***c*) of the media item (e.g., that displaying the subject and the portion of the media item); and in accordance with a determination that the subject has automatically been detected in the media item, selecting (e.g., automatically and/or automatically without intervening input and/or a request being detected (e.g., after the request to display the user interface was detected)) a boundary between the portion of the media item in the representation of the media item and the subject (e.g., **610***a*-**610***b*) (e.g., as described above in relation to FIGS. **6**E-**6**F). In some embodiments, in accordance with a determination that a subject has automatically been detected in the media item, the computer system displays the boundary. In some embodiments, in accordance with a determination that the subject has not automatically been detected in the media item, the computer system does not select and/or display a representation of the boundary. In some embodiments, the representation of the media item is concurrently displayed with the first user interface object. Selecting the boundary between the portion of the media item in the representation of the media item and the subject when prescribed conditions are met allows the computer system to automatically distinguish between the portion of the media item in the representation of the media item and the subject in the representation of the media item and can provide visual feedback to the user regarding the difference between the portion of the media item in the representation of the media and the subject in the representation of the media item to inform the user about how a selection of the first user interface object will impact the representation of the media item, which performs an operation when a set of conditions has been met without requiring further user input and provides visual feedback.

[0241] In some embodiments, in accordance with a determination that a subject has automatically been detected in the media item, the computer system displays, via the display generation component, a second user interface object (e.g., **626***b* and/or **628***a*) that, when selected, copies the subject (e.g., **610***a*-**610***b*) in the media item without copying the portion (e.g., **610***c*) of the media item. Choosing whether to display the second user interface object when prescribed conditions are met allows the computer system to automatically display the second user interface object in situations that are relevant (e.g., based on a subject being automatically detected in the media item), which performs an operation when a set of conditions has been met without requiring further user input and provides additional control options without cluttering the user interface.

[0242] In some embodiments, the second user interface object (e.g., **626***b* and/or **628***a*) is displayed concurrently with a third user interface object (e.g., **626***a*, **646***a*, and/or **656***a*) that, when selected, causes the computer system (e.g., **600**) to copy the subject (e.g., **610***a*-**610***b*) and the portion (e.g., **610***c*) of the media item. In some embodiments, the

second user interface object and the third user interface object are displayed in a first menu (e.g., **636**, **646**, and/or **646**) (e.g., a contextual a menu and/or a menu for a particular application). In some embodiments, the menu that includes the second user interface object and the third user interface object. In some embodiments, the first menu, the first user interface object and/or the second user interface object are provided in the first menu in response to detecting an input, such as a right mouse click, a press-and-hold input, and/or a tap input. In some embodiments, the third user interface object is displayed irrespective and/or regardless of the determination that the subject has automatically been detected in the media item. Concurrently displaying the second user interface object and the third user interface object allows the computer system to provide multiple control options based on a set of prescribed conditions being met, which provides additional control options without cluttering the user interface.

[0243] In some embodiments, in response to detecting the request (e.g., **650***a***1** and/or **650***a***2**) to display the user interface that corresponds to the media item, the computer system displays, via the display generation component, the user interface that corresponds to the media item, including: in accordance with a determination that the subject (e.g., **610***a*-**610***b*) has automatically been detected in the media item, displaying, via the display generation component, a fourth user interface object (e.g., **636***f* and/or **646***b*) that, when selected, causes the computer system (e.g., **600**) to visually emphasize (e.g., bolds, highlights, increases and/or decreases the size, fades, and/or displays a bounder around) the subject relative to the portion of the media item. In some embodiments, in accordance with a determination that the subject has not automatically been detected in the media item, the computer system does not display (and/or forgoes display of) the fourth user interface object. In some embodiments, the fourth user interface object is displayed concurrently with one or more of the first user interface object, the second user interface object, and the third user interface object. Choosing whether to display the fourth user interface object when prescribed conditions are met allows the computer system to automatically display the fourth user interface object in situations that are relevant (e.g., based on a subject being automatically detected in the media item), which performs an operation when a set of conditions has been met without requiring further user input and provides additional control options without cluttering the user interface.

[0244] In some embodiments, in response to detecting the request (e.g., **650***a***1** and/or **650***a***2**) to display the user interface that corresponds to the media item, the computer system displays, via the display generation component, the user interface that corresponds to the media item, including: in accordance with a determination that the subject has automatically been detected in the media item, displaying, via the display generation component, a fifth user interface object (e.g., **636***f*) that, when selected, causes the computer system (e.g., **600**) to create a graphical user interface object (e.g., a sticker object, an animation, and/or an emoji) that includes the subject (e.g., **610***a*-**610***b*) and does not include the portion (e.g., **610***c*) of the media item. In some embodiments, in accordance with a determination that the subject has not automatically been detected in the media item, the computer system does not display the fifth user interface object. In some embodiments, the graphical user interface object can be shared and/or used in a plurality of applications (e.g., a text messaging application, an e-mail application, and/or a keyboard application). In some embodiments, the graphical user interface object is displayed with one or more other graphical user interface objects before the graphical user interface object can be selected to be used one or more of the plurality of applications. In some embodiments, two or more of the first user interface object, the second user interface object, the third user interface object, the fourth user interface object, and/or the fifth user interface object are concurrently displayed. In some embodiments, two or more of the first user interface object, the second user interface object, the third user interface object, the fourth user interface object, and/or the fifth user interface object are concurrently displayed in a menu (e.g., a contextual menu). Choosing to display the fifth user interface object when prescribed conditions are met allows the computer system to automatically display the fifth user interface object in situations that are relevant (e.g., based on a subject being automatically detected in the media item), which performs an operation when a set of conditions has been met without requiring further user input and provides additional control options without cluttering the user interface.

[0245] In some embodiments, the user interface that corresponds to the media item is displayed in a respective application (e.g., application in FIGS. **6**A and/or **6**K-**6**M) that is different from a media editing application (e.g., user interface described above in FIG. **6**J and below in FIG. **11**A) (or a media viewing application) (e.g., an application that includes one or more selectable user interface objects for editing the media). Choosing whether to display the first user interface object when prescribed conditions are met in a user interface that is different than a media editing user interface allows the computer system to automatically display the first user interface object, which can cause the computer system to edit a representation of the media item, in applications that were not constructed for the purpose of editing media and/or representations of media, which provides additional control options and extended functionality to other applications.

[0246] In some embodiments, the respective application is a file manager application (e.g., application in FIGS. **6**K-**6**M) (e.g., an application for managing (e.g., creating, updating, and/or deleting) files and/or folders (e.g., system files and/or system folders)). Choosing whether to display the first user interface object when prescribed conditions are met in a user interface that is different than a media editing user interface allows the computer system to automatically display the first user interface object, which can cause the computer system to edit a representation of the media item, in a file manager application that was not constructed for the purpose of editing media and/or representations of media, which provides additional control options and extended functionality to other applications.

[0247] In some embodiments, the respective application is a file viewer application (e.g., application in FIGS. **6**K-**6**M) (e.g., an application for viewing files and/or folders (e.g., system files and/or system folders)). Choosing whether to display the first user interface object when prescribed conditions are met in a user interface that is different than a media editing user interface allows the computer system to automatically display the first user interface object, which can cause the computer system to edit a representation of the media item, in a file viewer application that was not con-

structed for the purpose of editing media and/or representations of media, which provides additional control options and extended functionality to other applications.

[0248] In some embodiments, the respective application is a productivity application (e.g., application in FIGS. **6**G-**6**H) (e.g., a slide show presentation application, a note-taking application, a word processing application, a speech writing application, and/or a list management application). Choosing whether to display the first user interface object when prescribed conditions are met in a user interface that is different than a media editing user interface allows the computer system to automatically display the first user interface object, which can cause the computer system to edit a representation of the media item, in a productivity application that was not constructed for the purpose of editing media and/or representations of media, which provides additional control options and extended functionality to other applications.

[0249] In some embodiments, as a part of detecting the request to display the user interface that corresponds to the media, the computer system detects a pointer activation event (e.g., **650***k* and/or **680**) (e.g., a mouse click or a press input on a trackpad) (e.g., an alternative click (e.g., a right-click/press, two finger click/press, an option-click/press, and/or a shift-click/press)). Detecting a pointer activation event as a part of detecting the request to display the user interface gives the user more control of the computer system by allowing the computer system to detect the request to display the user interface via detecting a pointer activation event, which provides conditional control options without cluttering the user interface.

[0250] In some embodiments, as a part of displaying, via the display generation component, the user interface, the computer system displays, via the display generation component, the representation (e.g., **610**, **612**, **620**, **642**, and/or **658***a*-**658***c*) of the media item. In some embodiments, after detecting the request to display a user interface that corresponds to the media item and while displaying the representation of the media item and the first user interface object, the computer system detects (e.g., **680**) a first input directed to the first user interface object. In some embodiments, in response to detecting the first input (e.g., **680**) directed to the first user interface object and in accordance with a determination that the first input has been directed to the first user interface object for more than a predetermined period of time (e.g., 0.05-5 seconds), the computer system displays, via the display generation component, an indication that corresponds to the portion of the media item (e.g., as described above in relation to FIGS. **6**E and **6**I-**6**J) (e.g., the indication corresponds to the portion of the media item being detected). In some embodiments, the indication that corresponds to the portion of the media item does not correspond to the subject in the media item. In some embodiments, in response to detecting the input directed to the first user interface object and in accordance with a determination that the input has been directed to the first user interface object for less than the predetermined period of time, the computer system does not display (forgoes display of) the indication that corresponds to the portion of the media item. In some embodiments, as a part of displaying the indication that corresponds to the portion of the media item, the computer system emphases (e.g., highlights, bolds, fades, desaturates, and/or enlarges) and/or deemphasizes (e.g., removes, ceases to display, blurs, dims, and/or desaturates) the portion of the media item. Displaying an indication that corresponds to the portion of the media item when prescribed conditions are met allows the computer system to automatically display the indication in situations that can be relevant (e.g., based on the input being directed to the first user interface object for more than a predetermined period of time) and provides visual feedback to the user regarding the portion of the media item, which performs an operation when a set of conditions has been met without requiring further user input and provides visual feedback.

[0251] In some embodiments, as a part of displaying the indication that corresponds to the portion of the media item, the computer system visually deemphasizes (e.g., removes, ceases to display, blurs, dims, and/or desaturates) the portion (e.g., **610***c*) of the media item in the representation (e.g., **610**, **612**, **620**, **642**, and/or **658***a*-**658***c*) of the media item (e.g., as described above in relation to FIGS. **6**E and **6**I-**6**J) (e.g., in the displayed representation of the media item). In some embodiments, the portion of the media item is deemphasized relative to the subject in the representation of the media item. Deemphasizing the portion of the media item as a part of displaying the indication that corresponds to the media item provides visual feedback to the user that the portion of the media item will be removed in response to detecting a selection of the first user interface object, which provides visual feedback of the identified foreground of the media item.

[0252] In some embodiments, as a part of detecting the request to display the user interface that corresponds to the media item, the computer system detects a request (e.g., **650***a***1**) to display a sharing user interface (e.g., user interface of FIG. **6**B) (e.g., a user interface for sharing the media item and/or one or more portions of the media item). In some embodiments, as a part of detecting the request to display the sharing user interface, the computer system detects an input directed to a user interface object for displaying the sharing user interface and, in response to detecting the input directed to the user interface object for displaying the sharing user interface, the computer system detects the request to display the user interface that corresponds to the media item and/or display the sharing user interface. Detecting a request to display a sharing user interface as a part of detecting the request to display the user interface gives the user more control of the computer system by allowing the computer system to detect the request to display the user interface via detecting a request to display a particular user interface, which provides additional control options without cluttering the user interface.

[0253] In some embodiments, as a part of altering (e.g., removing) display of the portion (e.g., background) of the media item in the representation of the media item (e.g., the representation of the media continues to include the subject while the background of the media item is removed) without altering display of the subject in the representation (e.g., **610**, **612**, **620**, **642**, and/or **658***a*-**658***c*) of the media item, the computer system forgoes altering visual content (e.g., data) of the media item (e.g., as described in relation to FIGS. **6**B-**6**C and FIGS. **6**L-**6**M) (e.g., the actual media item and/or the original visual content of the media item). In some embodiments, the media item is a media item that has been shared (or duplicated) and/or not an original media item. In some embodiments, the first user interface object (e.g., **614**) is overlaid on one or more portions of the representation (e.g., **620**) of the media item.

[0254] In some embodiments, while displaying the first user interface object, the computer system detects a second input directed to the first user interface object. In some embodiments, in response to detecting the second input (e.g., **650***b* and/or **650***c***1**) directed to the first user interface object and in accordance with a determination that display of the portion of the media item in the representation of the media item and display of the subject in the media item in the representation of the media item (and/or in accordance with a determination that the first user interface object is in a first state (e.g., an active state)) is not altered, the computer system alters display of the portion (e.g., **610***c*) (e.g., background) of the media item in the representation of the media item without altering display of the subject (e.g., **610***a*-**610***b*) in the media item in the representation of the media item. In some embodiments, in response to detecting the second input (e.g., **650***b* and/or **650***c***1**) directed to the first user interface object and in accordance with a determination that display of the portion of the media item in the representation of the media item is altered without display of the subject in the media item in the representation of the media item being altered (and/or in accordance with a determination that the first user interface object is in a second state (e.g., an inactive state) that is different from the first state, the computer system forgoes altering display of the portion (e.g., background) of the media item in the representation of the media item without altering display of the subject in the media item in the representation of the media item. Choosing whether to alter display of the portion of the media item in the representation of the media item without altering display of the subject in the media item in the representation of the media item or to alter display of the portion of the media item in the representation of the media item without altering display of the subject in the media item in the representation of the media item when prescribed conditions are met allows the computer system to perform different operations based on the state of the representation being displayed, which provides additional control options without cluttering the user interface.

[0255] In some embodiments, the request to display the user interface that corresponds to the media item is a request (e.g., **650***k* and/or **680** in FIGS. **61** and **6**M) to display a second menu (e.g., **646** and/or **656**) (e.g., a tool menu and/or a menu with one or more media tools user interface object). Detecting a request to display a second menu as a part of detecting the request to display the user interface gives the user more control of the computer system by allowing the computer system to detect the request to display the user interface via detecting a request to display a menu, which provides additional control options without cluttering the user interface.

[0256] In some embodiments, while displaying the first user interface object (e.g., **614** and/or **674**), the computer system detects a third input (e.g., **650***b*, **650***l*) (e.g., a tap input and/or a non-tap input (a mouse click, a double-tap input, a press-and-hold input, and/or a swipe input)) directed to the first user interface object. In some embodiments, in response to detecting the third input directed to the first user interface object, the computer system displays a second representation (e.g., **612** and/or **658***c*) of the media item (e.g., a modified version of the representation of the media item) that includes the subject and does not include the portion of the representation (e.g., **610**, **612**, **620**, **642**, and/or **658***a*-**658***c*) of the media item. Displaying a second representation of the media item that includes the subject and does not include the portion of the representation of the media item in response to detecting the third input directed to the first user interface object gives the user the ability to display a representation of the media item that has the portion of the representation of the media item removed, which provides additional control options without cluttering the user interface.

[0257] In some embodiments, in response to detecting the third input directed to the first user interface object (and while displaying the second representation of the media item), the computer system displays a sixth user interface object that, when selected, displays a third representation (e.g., **610**, **612**, **620**, **642**, and/or **658***a*-**658***c*) of the media item that includes the subject (e.g., **610***a*-**610***b*) and includes the portion (e.g., **610***c*) of the representation of the media item. In some embodiments, while displaying the sixth user interface object, the computer system detects an input directed to the sixth user interface object. In some embodiments, in response to the computer system detecting the input directed to the sixth user interface object, the computer system replaces the display of the second representation of the media item with display of the third representation of the media item. In some embodiments, in response to the computer system detecting the input directed to the sixth user interface object, the computer system replaces display of the sixth user interface object with display of the first user interface object (e.g., displays the first user interface object at a location at which the sixth user interface object was previously displayed). In some embodiments, in response to detecting the third input directed to the first user interface object, the computer system replaces display of the first user interface object with display of the sixth user interface object (e.g., displays the sixth user interface object at a location at which the first user interface object was previously displayed). Displaying the sixth user interface object in response to detecting the third input directed to the first user interface object gives the user the ability to revert (e.g., undo) the change caused in response to detecting the third input at a time that can be relevant (e.g., after the computer system has modified the representation), which provides additional control options without cluttering the user interface.

[0258] Note that details of the processes described above with respect to method **700** (e.g., FIG. **7**) are also applicable in an analogous manner to the methods described below. For example, method **700** optionally includes one or more of the characteristics of the various methods described above with reference to method **800**. For example, method **700** can be used to display a user interface object for managing the background of a media representation that is concurrently displayed with a user interface object for copying subjects of a media representation based on method **800**. For brevity, these details are not repeated below.

[0259] FIG. **8** is a flow diagram illustrating methods of copying subjects of a media representation in accordance with some embodiments. Method **800** is performed at a computer system (e.g., **100**, **300**, **500**, and/or **600**) (e.g., a smartphone, a desktop computer, a laptop, a tablet) that is in communication with a display generation component (e.g., a display controller, a touch-sensitive display system). In some embodiments, the computer system is in communication with one or more input devices (e.g., a touch-sensitive surface). Some operations in method **800** are, optionally,

combined, the orders of some operations are, optionally, changed, and some operations are, optionally, omitted.

[0260] As described below, method **800** provides an intuitive way for copying subjects of a media representation in accordance with some embodiments. The method reduces the cognitive burden on a user for copying subjects of a media representation in accordance with some embodiments, thereby creating a more efficient human-machine interface. For battery-operated computing devices, enabling a user to copy subjects of a media representation in accordance with some embodiments faster and more efficiently conserves power and increases the time between battery charges.

[0261] While displaying, via the display generation component, a representation (e.g., **610**, **612**, **620**, **642**, and/or **658***a*-**658***c*) (e.g., a visual representation) of visual content (e.g., visual content of a media item (e.g., a photo, a video, and/or an animated series of images)) that includes a first portion (e.g., **610***a*-**610***b*) (e.g., a foreground portion and/or a portion with one or more subjects) and a second portion (e.g., **610***c*) (e.g., a background portion, one or portions of the media that surround the subject and/or the body of the subject, one or more portions of the representation of the media that are not the subject, and/or one or more portions of the representation of the media different from and/or separate from the subject), the computer system detects (**802**) (e.g., via one or more inputs devices) an input (e.g., **650***a***2**, **650***k*, **680** as described above in relation to FIGS. **61** and **6**M) (e.g., a dragging input, a long-press input, and/or a press-and-hold input and/or in some embodiments, a tap input, a mouse click, a mouse click followed by a hover input, and/or a voice input) directed to (e.g., a location in) the representation of the visual content. In some embodiments, the second portion is the background of the first portion. In some embodiments, the location in the visual content is not in the first portion of the representation of the visual content. In some embodiments, the location in the visual content is in the first portion of the representation of the visual content. In some embodiments, the location in the visual content is in the first portion and the second portion of the representation of the visual content (e.g., where the first portion is overlaid on and/or is surrounded by the second portion of the representation of the visual content).

[0262] In response to detecting the input (e.g., **650***a***2**, **650***k*, **680** as described above in relation to FIGS. **61** and **6**M) directed (e.g., a location in) to the representation of the visual content and in accordance with a determination that the first portion (e.g., **610***a*-**610***b*) includes a subject (e.g., **610***a*-**610***b*) that is available to be copied (e.g., is determined to be available to be copied and/or includes a subject where the operation can be performed to copy the subject without copying the second portion of the representation of the visual content), the computer system provides (**804**) (e.g., displaying, via the display generation component, and/or outputting) an indication (e.g., **626***b* and/or **628***a*) (e.g., a visual, haptic, and/or audible indication) (e.g., in the visual content) that an operation can be performed (e.g., by the computer system) to copy the subject (e.g., **610***a*-**610***b*) without copying the second portion (e.g., **610***c*) (e.g., the background portion). In some embodiments, the operation is an operation to copy the subject separately from the background portion. In some embodiments, performing the operation does not include copying a subset of the first portion that does not include the first subject. Choosing whether to provide the indication that the operation can be performed to copy the subject without copying the second portion allows the computer system to automatically inform the user about the operation that can be performed, which performs an operation when a set of conditions has been met without requiring further user input and provides visual feedback.

[0263] In some embodiments, the input (e.g., **650***a***2**) directed to the representation of the visual content is press-and-hold input (and/or a long-press input) (e.g., an input that is detected for longer than a predetermined period of time (e.g., 0.25-10 seconds) and/or an input that is detected at a location for longer than a tap input is detected) (e.g., a press-and-hold input on a display and/or a press-and-hold at an external device (e.g., a mouse click and hold input)). In some embodiments, in response to detecting an input that is different from a press-and-hold input (e.g., a tap input and/or, in some embodiments, a non-tap input (e.g., such as a mouse click, a trackpad click, and/or a swipe input), the computer system does not display the indication (e.g., **626***b* and/or **628***a*) and performs one or more other operations (e.g., selecting an object and/or a subject in the representation of the visual content, displaying a user interface of an application that corresponds to an object and/or the subject that is selected in response to the different input), displaying a preview of the representation of the visual content, opening a file, and/or displaying the representation of the visual content in a user interface that corresponds to the representation of the visual content). Detecting the press-and-hold input as a part of detecting the input directed to the visual content provides the user with more control over the computer system by allowing the user to provide a press-and-hold input without displaying additional user interface elements, which provides additional control options without cluttering the user interface.

[0264] In some embodiments, displaying the representation of the representation of the visual content includes displaying the subject (e.g., **610***a*-**610***b*) at a first location and displaying the second portion (e.g., **610***c*) at a second location. In some embodiments, while detecting the input (e.g., **650***d*) directed to the representation (e.g., **612**) of the visual content, the computer system detects movement of the input directed to the representation of the visual content (e.g., while the input continues to be detected) (e.g., from the first location to the third location). In some embodiments, in response to detecting movement of the input directed to the representation of the visual content (e.g., from the first location to the third location), the computer system moves display of the subject (e.g., **610***a*) from the first location (e.g., location of **610***a* in FIG. **6**E) (e.g., on the computer system) to a third location (e.g., location of **610***a* in FIGS. **6**F-**6**G) (that is different from the first location) without moving display of the second portion from the second location (and/or without moving a second subject that is different from the subject (e.g., as described above in relation to FIGS. **6**E-**6**H). Moving display of the subject from the first location to the third location without moving display of the second portion from the second location in response to detecting movement of the input directed to the representation of the visual content provides the user with control over the computer system to move the subject between locations on the computer system without moving the second portion, which provides additional control options without cluttering the user interface.

[0265] In some embodiments, while detecting the input (e.g., **650***d*) directed to the representation of the visual content and while displaying the subject (e.g., **610***a*-**610***b*) at the third location, the computer system detects an end (e.g., an up click and/or liftoff) of the input (e.g., **650***d*) directed to the representation of the visual content (and/or ceasing to detect the input directed to the visual content). In some embodiments, in response to detecting the end of the input directed to the representation of the visual content (and/or ceasing to detect the input directed to the visual content) (and/or in response to detecting the end of the input directed to the visual content at the third location), the computer system displays the subject (e.g., **610***a* and/or **630***a*) at third location without displaying the second portion (e.g., **610***c*) at the third location (e.g., as described in relation to FIG. **6**H). In some embodiments, after detecting the end of the input and in response to detecting a respective input that is different from the input directed to the visual content, the computer system continues to display the subject at the third location and continues to display the second portion at which the second portion was displayed before detecting the respective input. Displaying the subject at the third location without displaying the second portion at the third location in response to detecting the end of the input directed to the visual content provides the user with control over the computer system to display and/or drop the subject at a particular location on the display via the input, which provides additional control options without cluttering the user interface.

[0266] In some embodiments, the representation of the representation of the visual content is displayed in a first application (e.g., application in FIG. **6**F). In some embodiments, the third location is in a second application (e.g., application in FIG. **6**G) that is different from the first application. In some embodiments, the first location is in the first application. Moving display of the subject from the first location to the third location that is in a different application without moving display of the second portion from the second location in response to detecting movement of the input directed to the representation of the visual content provides the user with control over the computer system to move the subject between applications on the computer system without moving the second portion between different applications, which provides additional control options without cluttering the user interface.

[0267] In some embodiments, the representation of the visual content is displayed in a first area (e.g., area of **610***a* in FIGS. **6**E-**6**F) of a third application. In some embodiments, the third location is in a second area (e.g., area of **610***a***1** in FIG. **6**F) of the third application that is different from the first area of the third application. In some embodiments, the first location is in the first area of the second application. In some embodiments, the second location is in the first area of the second location. In some embodiments, the first area does not encompass and/or is outside of the second area. In some embodiments, the second area does not encompass and/or is outside of the second area. Moving display of the subject from the first location to the third location that is in a different area of an application without moving display of the second portion from the second location in response to detecting movement of the input directed to the visual content provides the user with control over the computer system to move the subject between different areas of an application on the computer system without moving the second portion between different areas of an application, which provides additional control options without cluttering the user interface.

[0268] In some embodiments, displaying the representation (e.g., **610**, **612**, **620**, and/or **658***a*-**658***d*) of the visual content includes displaying the subject at a first size in the representation of the visual content. In some embodiments, moving display of the subject from the first location to the third location includes moving a first user interface object (e.g., **610***a***1**) (e.g., a proxy object and/or a thumbnail) that includes a first representation of the subject and does not include a first representation of the second portion. In some embodiments, the first representation of the subject in the first user interface object is displayed at a second size that is smaller than the first size. In some embodiments, the first representation is smaller than the representation of the visual content. Displaying the first user interface object that includes a first representation of the subject and does not include a first representation of the second portion provides the user with visual feedback that the subject can be moved in response to detecting the input directed to the visual content, which provides feedback to the user.

[0269] In some embodiments, displaying the representation of the visual content includes displaying the subject at a third size in the representation of the visual content. In some embodiments, moving display of the subject from the first location to the third location includes moving a second user interface object (e.g., a proxy object and/or a thumbnail) that includes a second representation of the subject that is emphasized relative to a second representation of the second portion (e.g., as described above in relation to FIG. **6**F). In some embodiments, the second representation of the subject in the second user interface object is displayed at a fourth size that is smaller than the third size. In some embodiments, the second representation is smaller than the representation of the visual content. Displaying the second user interface object that includes a second representation of the subject that is emphasized relative to a second representation of the second portion provides the user with visual feedback that the subject can be moved in response to detecting the input directed to the visual content, which provides feedback to the user.

[0270] In some embodiments, detecting the input directed to the representation of the visual content includes detecting a pointer activation (e.g., **680**) (e.g., mouse click or trackpad press) and detecting that the pointer is hovering over a third user interface object (e.g., **626***a*) that, when selected, cause the computer system to copy the subject without copying the second portion (e.g., as described above in relation to FIG. **6**I) (e.g., for a predetermined period of time (e.g., 0.05-5 seconds)). In some embodiments, the pointer activation is detected before detection of the pointer hovering over the third user interface object. Detecting a pointer activation and detecting that the pointer is hovering over a third user interface object as a part of detecting the input directed to the visual content provides the user with more control over the computer system by allowing the user to provide an input via a mouse click and hovering without displaying additional user interface elements, which provides additional control options without cluttering the user interface.

[0271] In some embodiments, while detecting that the pointer (e.g., **680**) is hovering over the third user interface object, the computer system detects movement of the pointer (e.g., and/or the mouse) away from the third user interface

object (e.g., described above in relation to FIGS. **6**I-**6**J). In some embodiments, in response to detecting movement of the pointer away from the third user interface object, the computer system ceases to display the indication that the operation can be performed to copy the subject (e.g., **610***a*-**610***b*) without copying the second portion (e.g., **610***c*) (and/or ceasing to emphasize the subject relative to the second portion). In some embodiments, in response to detecting the input directed (e.g., a location in) to the representation of the visual content and in accordance with a determination that the first portion includes a subject that is available to be copied, the computer system emphasizes the subject relative to the second portion. Ceasing to display the indication that the operation can be performed to copy the subject without copying the second portion in response to detecting movement of the mouse pointer away from the third user interface object provides the user with control over the computer system to cease to display the indication and allows the computer system to reduce the number of user interface objects that are displayed in certain situations, which provides additional control options without cluttering the user interface and performs an operation when a set of conditions has been met without requiring further user input and provides visual feedback.

[0272] In some embodiments, in response to detecting the input (e.g., **650***a***2**, **650***k*, and/or as described above in relation to **680**) directed to the representation of the visual content, the computer system provides (e.g., displays) an indication (e.g., **614** and/or **674**) that an operation can be performed to modify the representation of the visual content, such that the representation of the visual content includes the subject (e.g., **610***a*-**610***b*) and does not include the second portion (e.g., **610***c*). In some embodiments, in response to detecting an input while the indication is displayed, the computer system modifies the representation of the visual content includes the subject and does not include the second portion (e.g., as described above in relation to method **700**). Providing an indication that an operation can be performed to modify a representation of the visual content, such that the representation of visual content includes the subject and does not include the second portion in response to detecting the input directed to the visual content provides the user with an additional control option, which provides additional control options without cluttering the user interface.

[0273] In some embodiments, the first portion of the representation of visual content includes a first subject (e.g., **610***a*) and a second subject (e.g., **610***b*). In some embodiments, in accordance with a determination that the input (e.g., **650***d*) directed to the representation of the visual content is directed to (e.g., and/or a first location that corresponds to a location of) the first subject in the first portion, the indication that the operation can be performed to copy the subject without copying the second portion is an indication that the operation can be performed to copy the first subject without copying the second subject (and optionally without copying the second portion) (e.g., as described above in relation to FIGS. **6**D-**6**E). In some embodiments, while providing the indication the operation can be performed to copy the first subject without copying the second portion, the computer system detects an input, and in response to detecting the input, the computer system copies the first subject without copying the second subject and the second portion. In some embodiments, in accordance with a determination that the input directed to the representation of the visual content is directed to (e.g., and/or a second location, different from the first location, that corresponds to a location of) the second subject, different from the first subject, in the first portion, the indication that the operation can be performed to copy the subject without copying the second portion is an indication that the operation can be performed to copy the second subject without copying the first subject (e.g., as described above in relation to FIGS. **6**D-**6**E) (and optionally without copying the second portion). In some embodiments, while providing the indication the operation can be performed to copy the second subject without copying the second portion, the computer system detects an input, and in response to detecting the input, the computer system copies the second subject without copying the first subject and the second portion. Providing an indication concerning the first subject or the second subject based on the input being directed to a particular subject provides the user with control over which subject that can be copied without copying the second portion, which provides additional control options without cluttering the user interface.

[0274] In some embodiments, in response to detecting the input directed (e.g., a location in) to the representation of the visual content and in accordance with a determination that the first portion is not a subject that is available to be copied, the computer system forgoes providing the indication that the operation can be performed to copy the subject without copying the second portion (e.g., as described above in relation to FIG. **6**H). Choosing whether to provide the indication that the operation can be performed to copy the subject without copying the second portion allows the computer system to automatically inform the user about the operation that can be performed, which performs an operation when a set of conditions has been met without requiring further user input and provides visual feedback.

[0275] In some embodiments, in response to detecting the input directed (e.g., a location in) to the representation of the visual content and in accordance with a determination that the first portion of the visual content includes a third subject and a fourth subject that are available to be copied, the computer system provides an indication (e.g., **626***b*) that an operation can be performed to copy the third subject and the fourth subject without copying the second portion of the visual content (e.g., as described above in relation to FIGS. **6**A-**6**E). In some embodiments, as a part of detecting the input directed to the visual content, the computer system detects movement of an input at a location that corresponds to the third subject to a location that corresponds to the fourth subject and/or vice-versa. In some embodiments, in response to detecting an input while the indication is displayed, the computer system copies the third subject and the fourth subject without copying the second portion of the visual content. In some embodiments, in response to detecting the input directed to the representation of the visual content and in accordance with a determination that the representation of the visual content includes one subject, the indication operation can be performed (e.g., by the computer system) to copy the subject (e.g., **610***a*-**610***b*) without copying the second portion has a first visual appearance (e.g., includes the word "Subject). In some embodiments, in response to detecting the input directed to the representation of the visual content and in accordance with a determination that the representation of the visual content includes multiple subjects, the indication operation can be performed

(e.g., by the computer system) to copy the subject (e.g., **610***a*-**610***b*) without copying the second portion has a second visual appearance (e.g., includes the word "Subjects") that is different from the first visual appearance (e.g., includes the word "Subject" without including the word "Subjects"). Providing an indication that an operation can be performed to copy the third subject and the fourth subject without copying the second portion of the visual content in response to detecting the input directed to the visual content allows a user to perform an operation to copy multiple subjs without copying the second portion of the visual content, which performs an operation when a set of conditions has been met without requiring further user input and provides visual feedback.

[0276] In some embodiments, the representation of visual content includes (and/or is) a representation of an image or a video (e.g., as described above in relation to FIG. **6**M).

[0277] Note that details of the processes described above with respect to method **800** (e.g., FIG. **8**) are also applicable in an analogous manner to the methods described below/above. For example, method **800** optionally includes one or more of the characteristics of the various methods described above with reference to method **700**. For example, method **700** used to display a user interface object for managing the background of a media representation that is concurrently displayed with a user interface object for copying subjects of a media representation based on method **800**. For brevity, these details are not repeated below.

[0278] FIGS. **9**A-**9**I illustrate exemplary user interfaces for converting one or more portions of a media representation in accordance with some embodiments. The user interfaces in FIGS. **9**A-**9**I are used to illustrate the processes described below, including the processes in FIG. **10**.

[0279] FIG. **9**A illustrates computer system **600** displaying a settings user interface that includes device-region setting **932**. In FIG. **9**A, device-region setting **932** is set to the "United States," which indicates that computer system **600** is associated with a location that corresponds to a region occupied by the United States. As illustrated in FIG. **9**B, computer system **600** is displaying a web application user interface. The web application user interface includes application control region **602**, application display region **604**, and application control region **606**, which computer system **600** displays using one or more techniques as described above in relation to FIG. **6**A. Application display region **604** includes text **906** that discusses the process of boiling water. Text **906** includes length measurement **906***a* ("21 CM") and degree measurement **906***b* ("100°") along with other prose. At FIG. **9**B, computer system **600** emphasizes (e.g., underlines in FIG. **9**B) length measurement **906***a* and degree measurement **906***b* to indicate that a determination has been made that computer system **600** can convert these measurements and/or that these portions of text have been identified as measurements that can and/or should be converted. At FIG. **9**B, computer system **600** detects tap input **950***b* on length measurement **906***a*.

[0280] As illustrated in FIG. **9**C, computer system **600** displays a conversion user interface that includes conversion-representation **908***a* and conversion controls **910**. Here, the conversion user interface overlays a portion of text **906** of FIG. **9**B. Conversion representation **908***a* indicates the measurement in text **906** (e.g., length measurement **906***a* of FIG. **9**B) for which computer system **600** can convert to an equivalent measurement that has a unit of measurement that is different from the unit of measurement in text **906**. Each of conversion controls **910** indicate a particular equivalent measurement to the measurement indicated by conversion-representation **908***a*, which corresponds to length measurement **906***a* that was selected via input **950***b* at FIG. **9**B. In particular, each of conversion controls **910** indicate a unit of measurement that indicates a measure of length because the unit of measurement (e.g., "cm") of length measurement **906***a* (e.g., "21 CM") is a measure of length (e.g., because a determination was made that length measurement corresponds to a measure of length). Conversion controls **910** include inches-conversion control **910***a* (e.g., "Inches"), feet-and-inches-conversion control **910***b* (e.g., "Feet and Inches"), yard-conversion control **910***c* (e.g., "Yards"), millimeters-conversion control **910***d* (e.g., "Millimeters"), centimeters-conversion control **910***e* (e.g., "Centimeters"), and meters-conversion control **910***f* (e.g., "Meters"). Inches-conversion control **910***a* indicates that length measurement **906***a* (e.g., "21 CM") is equivalent to a measurement of 8 inches. Feet-and-inches-conversion control **910***b* indicates that length measurement **906***a* (e.g., "21 CM") is equivalent to a measurement of 0 feet and 8 inches. Yard-conversion control **910***c* indicates that length measurement **906***a* (e.g., "21 CM") is equivalent to a measurement of 0.23 yards. Millimeters-conversion control **910***d* indicates that length measurement **906***a* (e.g., "21 CM") is equivalent to a measurement of 210 mm. Centimeters-conversion control **910***e* indicates that length measurement **906***a* (e.g., "21 CM") is equivalent to a measurement of 21 cm. Meters-conversion control **910***f* indicates that length measurement **906***a* (e.g., "21 CM") is equivalent to a measurement of 0.21 meters. As illustrated in FIG. **9**C, the measurements indicated by each of the conversion controls of FIG. **9**C are all equivalent to each other and length measurement **906***a*. For purposes of the description of FIGS. **9**A-**9**I, an equivalent measurement or a measurement that is equivalent can be absolutely and/or approximately (e.g., rounded up and/or down to the nearest tenth, hundredth, ten-hundredth, and/or thousandth) equivalent to the measurement that computer system **600** is converting. In some embodiments, an equivalent measurement is only a measurement that is absolutely equivalent.

[0281] In some embodiments, computer system **600** displays one or more other conversion controls for converting length measurement **906***a* into an equivalent measure of length that has a different unit of measurement from the units of measurement that are represented by conversion controls **910**. In some embodiments, computer system **600** displays one or more respective conversion controls of conversion controls **910** because the units of measurements indicated by the one or more respective conversion controls are units of measurements that correspond to a location that is currently associated with the computer system **600**, such as the region ("United States") indicated by device-region setting **932** of FIG. **9**A and/or a location computer system **600** detects based on geolocation information (e.g., a location based on data that computer system **600** obtains via one or more GPS sensors and/or data that is detected based on one or more Wi-Fi and/or cellular connections) (e.g., current geolocation information and/or information obtained within a period of time (e.g., within 30 minutes, within 5 hours, within 2 weeks, and/or within 1 month)). In some embodiments, a unit of measurement corresponds to a particular location based on a determination of whether a particular unit of measurement is commonly used in a particular location. For

example, in some embodiments, computer system **600** does not display yard-conversion control **910***c* when a determination is made that computer system **600** is not in a region that commonly uses yards and/or the Imperial System of Measurement. In some embodiments, computer system **600** displays a conversion control that indicates a conversion of the measurement represented by conversion-representation **908***a* into hectares based on a determination that computer system **600** is currently associated with a location that commonly (e.g., and/or preferably) uses hectares. In some embodiments, at FIG. **9**B, computer system **600** does not emphasize length measurement **906***a* (and/or another measurement) based on a determination being made that length measurement **906***a* has a unit of measurement that is the only commonly used unit of measurement (and/or represents a unit of measurement from the only measurement system, such as the Metric System and/or the Imperial System of Measurement) in the location that is associated with computer system **600**. In some embodiments, computer system **600** does not display a conversion user interface in response to detecting an input that is directed to a respective measurement that is not currently being emphasized and/or a measurement for which a determination has been made that the unit of measurement represented by the respective measurement is a unit of measurement that is the only commonly used unit of measurement (and/or represents a unit of measurement from the only measurement system) in the location that is associated with computer system **600**. In some embodiments, controls **910** display measurement values that are all rounded to the same decimal place, such as the tenth, hundredth, or thousandths decimal place. At FIG. **9**C, computer system **600** detects tap input **950***c***1** on a first portion of yard-conversion control **910***c* or tap input **950***c***2** on a second portion of yard-conversion control **910***c*. In some embodiments, the first portion of yard-conversion control **910***c* (e.g., or another control) includes copy control (e.g., as shown by the graphical user interface object in the middle of the indication for input **950***c***1** of FIG. **9**C).

[0282] As illustrated in FIG. **9**D, in response to detecting tap input **950***c***1** or tap input **950***c***2**, computer system **600** replaces display of length measurement **906***a* of FIG. **9**B ("21 CM") with display of length measurement **906***c* ("0.23 Yards") in text **906**. Length measurement **906***c* is the measurement ("0.23 Yards") indicated by yard-conversion control **910***c* of FIG. **9**C that is equivalent to length measurement **906***a* of FIG. **9**B ("21 CM"). In some embodiments, computer system **600** overlays length measurement **906***c* over length measurement **906***a* of FIG. **9**B in text **906**. In some embodiments, computer system **600** emphasizes length measurement **906***c* to indicate that length measurement **906***c* is not an original portion of text **906**. In some embodiments, computer system **600** emphasizes length measurement **906***c* by displaying length measurement **906***c* in a box and/or displaying length measurement **906***c* with a visual characteristic (e.g., color, font, size, share, and/or outline) that is different from the visual characteristic of length measurement **906***a* of FIG. **9**B. In some embodiments, in response to detecting tap input **950***c***1** or tap input **950***c***2**, computer system **600** copies display of length measurement **906***a* of FIG. **9**B into a copy buffer. In some embodiments, in response to detecting tap input **950***c***1**, computer system **600** copies display of length measurement **906***a* into a copy buffer without replacing display of length measurement **906***a* of FIG. **9**B ("21 CM") with display of length measurement **906***c* ("0.23 Yards") in text **906**. In some embodiments, in response to detecting tap input **950***c***1**, computer system **600** displays length measurement **906***c* in another application, such as word processing application, a communication application (e.g., an e-mail application and/or a text application), and/or a productivity application (e.g., a note taking application and/or a presentation application), without detecting intervening user input after tap input **950***c***1** is detected. In some embodiments, in response to detecting an input on a conversion control of conversion controls **910** that is different from yard-conversion control **910***c* at FIG. **9**C, computer system **600** copies the measurement represented by the respective conversion control and/or replaces display of length measurement **906***a* of FIG. **9**B with display of the measurement represented by the respective conversion control (e.g., that is different from length measurement **906***c*), using one or more similar techniques as discussed above. At FIG. **9**D, computer system **600** detects tap input **950***d* on degree measurement **906***b* ("100°").

[0283] As illustrated in FIG. **9**E, in response to detecting tap input **950***d*, computer system **600** displays an ambiguous conversion user interface that includes conversion-representation **908***b* (e.g., "100°), conversion-option controls **912**, and copy control **914**. Computer system **600** displays the ambiguous conversion user interface at FIG. **9**E because a determination was made that the unit of measurement of degree measurement **906***b* is ambiguous. Here, the unit of measurement (e.g., "°") of degree measurement **906***b* is ambiguous because the unit of measurement does not signify the type of degree, such as a degree of a particular temperature (e.g., Celsius and/or Fahrenheit) and/or a degree of angle. Accordingly, computer system **600** displays the ambiguous conversion user interface at FIG. **9**E to determine (e.g., based on input from a user) how computer system **600** should interpret the unit of measurement that corresponds to degree measurement **906***b*. Conversion-option controls **912** are options for how computer system **600** can interpret the unit of measurement that corresponds to the unit of measurement of degree measurement **906***b*. Computer system **600** displays a respective conversion-option control of conversion-option controls **912** because a determination is made that the respective conversion-option control indicates an appropriate unit of measurement that could correspond to the unit of measurement of degree measurement **906***b*. Conversion-option controls **912** include convert-to-Fahrenheit-option control **912***a*, convert-to-Celsius-option control **912***b*, and convert-to-angle-option control **912***c*. Convert-to-Fahrenheit-option control **912***a* includes temperature indication **912***a***1**, which indicates that the unit of measurement ("F") that corresponds to convert-to-Fahrenheit-option control **912***a* represents a type of temperature measurement. Convert-to-Celsius-option control **912***b* includes temperature indication **912***b***1**, which indicates that the unit of measurement ("C") that corresponds to convert-to-Celsius-option control **912***b* represents a type of temperature measurement. Convert-to-angle-option control **912***c* includes degree indication **912***c***1**, which indicates the unit of measurement that corresponds to convert-to-angle-option control **912***c* represents a type of angle measurement. Notably, temperature indication **912***a***1** and temperature indication **912***b***1** both include pictures of a thermometer to indicate a temperature measurement. However, at FIG. **9**E, the thermometer of temperature indication **912***a***1** is less

filled up than temperature indication **912***b***1**. Here, the thermometer of temperature indication **912***a***1** is less filled up than temperature indication **912***b***1** to show that 100° F. is a colder temperature than 100° C. In other words, in some embodiments, indications that correspond to conversion option controls can indicate a degree (e.g., scalding, hot, warm, cold, long, short, wide, and/or narrow) of difference between an ambiguous measurement being converted to one unit of measurement over another unit of measurement. At FIG. **9**E, computer system **600** detects tap input **950***e* on convert-to-Celsius-option control **912***b*.

[0284] As illustrated in FIG. **9**F, in response to detecting tap input **950***e*, computer system **600** displays Fahrenheit-conversion control **982***b***1** and Kelvin-conversion control **982***b***2**. Additionally, computer system **600** continues to display convert-to-Celsius-option control **912***b* with temperature indication **912***b***1** and ceases to display convert-to-Fahrenheit-option control **912***a* and convert-to-angle-option control **912***c*. As illustrated in FIG. **9**F, in response to detecting tap input **950***e*, computer system **600** adds a "C" to degree measurement **906***b* in text **906**. At FIG. **9**F, computer system **600** adds a "C" (and/or overlays a "C" over a portion of text **906** that is next) to degree measurement **906***b* in text **906** in order to indicate that computer system **600** has interpreted 100° to be 100° C. In some embodiments, in response to detecting tap input **950***e*, computer system **600** does not add the "C" to degree measurement **906***b*. In some embodiments, in response to detecting an input on one of Fahrenheit-conversion control **982***b***1** and Kelvin-conversion control **982***b***2**, computer system **600** performs one or more operations corresponding to the control to which the input was on and degree measurement **906***b*, using one or more techniques discussed above in relation to length measurement **906***a* and inputs **950***c***1**-**950***c***2** of FIGS. **9**B-**9**D. In some embodiments, computer system **600** expands convert-to-Celsius-option control **912***b* to display Fahrenheit-conversion control **982***b***1** and Kelvin-conversion control **982***b***2**. In some embodiments, computer system **600** continues to display one or more convert-to-Fahrenheit-option control **912***a* and convert-to-angle-option control **912***c* while continuing to display Fahrenheit-conversion control **982***b***1** and Kelvin-conversion control **982***b***2**. In some embodiments, computer system **600** detects an input at FIG. **9**E on convert-to-Fahrenheit-option control **912***a* and, in response to detecting the input at FIG. **9**E on convert-to-Fahrenheit-option control **912***a*, displays one or more different conversion controls that correspond to 100° F., such as a control that, when selected, causes computer system **600** to convert 100° F. to 37.78° C. In some embodiments, computer system **600** detects an input at FIG. **9**E on convert-to angle-option control **912***c* and, in response detecting the input at FIG. **9**E on convert-to angle-option control **912***c*, displays one or more different conversion controls (e.g., different from controls **982***b***1**-**982***b***2**) that correspond to 100° (e.g., an angle of degrees), such as a control that, when selected, causes computer system to convert 100° to 1.74533 (or 1.7, 1.75, or 1.745) radians. In some embodiments, computer system **600** detects an input at FIG. **9**E on copy control **914** and, in response to detecting the input at FIG. **9**E on copy control **914**, computer system **600** copies 100° a copy buffer without expanding one or more of conversion-option controls **912** of FIG. **9**E.

[0285] FIG. **9**G illustrates an alternative user interface that could be displayed in response to detecting an input directed to degree measurement **906***b* of FIG. **9**D if the unit of measurement that corresponds to degree measurement **906***b* of FIG. **9**D was determined to be unambiguous and be Celsius. At FIG. **9**G, instead of displaying an ambiguous conversion user interface, computer system **600** displays a conversion user interface that includes conversion controls **916**. The conversion user interface at FIG. **9**G is displayed because the unit of measurement that corresponds to degree measurement **906***b* of FIG. **9**D was determined to be unambiguous and be Celsius in response to detecting an input directed to degree measurement **906***b* of FIG. **9**D. In response to detecting an input directed to one of conversion controls **916**, computer system **600** coverts 100° C. in the text of FIG. **9**G to an equivalent measurement, using or more techniques as described above in relation to FIGS. **9**B-**9**C.

[0286] FIG. **9**H illustrates exemplary scenarios of how a computer system can translate information and convert measurements from source material differently based on a particular location that is associated with a computer system. Computer systems **600***a***1**-**600***a***4** includes one or more components and/or perform one or more operations described above with respective to electronic device **100**, **300**, and/or **500** and computer system **600**. For the purposes of discussion of FIG. **9**H, computer systems **600***a***1**-**600***a***4** are all in the same physical location and are positioned close together. At FIG. **9**H, computer systems **600***a***1**-**600***a***4** are displaying a webpage that includes a representation of menu **940**. The representation of menu **940** is a representation of previously captured media. The representation of menu **940** includes text in English that describes each menu item and the currency for the menu item is in U.S. Dollars. Thus, the original representation of menu **940** looks like the representation of menu **940** that is being displayed by computer system **600***a***1**. In other words, at FIG. **9**H, computer system **600***a***1** is not translating any portion of the representation of menu **940** or converting any of the prices on menu **940** into any other currency. At FIG. **9**H, computer system **600***a***1** does not translate any portion of the representation of menu **940** or convert any of the prices on menu **940** into any other currency because a determination is made that computer system **600***a***1** is associated with the United States based on the device region setting of computer system **600***a***1** (e.g., as discussed above in relation to FIG. **9**A) being set to "United States" (e.g., as indicated by device region setting indication **988***a*). Moreover, computer system **600***a***1** does not translate any portion of the representation of menu **940** or convert any of the prices on menu **940** into any other currency because a determination has been made that English is a language that is common to the United State and the U.S. Dollar is a currency that is common to the United States (e.g., the device region to which the device region setting of computer system **600***a***1** is set). At FIG. **9**H, computer system **600***a***2** does not translate any portion of the representation of menu **940** but converts the prices on menu **940** into pounds because a determination is made that computer system **600***a***2** is associated with the United Kingdom based on the device region setting of computer system **600***a***2** being set to "United Kingdom" (e.g., as indicated by device region setting indication **988***b*). In particular, computer system **600***a***2** does not translate any portion of the representation of menu **940** because a determination has been made that English is a language that is common to the United Kingdom. However, computer system **600***a***2** converts the prices on menu **940** because the pound is the currency that is

common to (or more preferred in and/or the official currency of) the United Kingdom. At FIG. **9**H, computer system **600***a***3** translates portions of the representation of menu **940** and converts the prices on menu **940** into Australian Dollars because a determination is made that computer system **600***a***3** is associated with Australia based on the device region setting of computer system **600***a***3** being set to "Australia" (e.g., as indicated by device region setting indication **988***c*). In particular, computer system **600***a***3** does not translate any portion of the representation of menu **940** because a determination has been made that English is a language that is common to Australia. However, computer system **600***a***3** converts the prices on menu **940** because the Australian Dollar is the currency that is common to (or preferred in (e.g., relative to the original currency) and/or the official currency of) Australia. At FIG. **9**H, computer system **600***a***4** translates portions of the representation of menu **940** into German and converts the prices on menu **940** into euros because a determination is made that computer system **600***a***4** is associated with Germany based on the device region setting of computer system **600***a***4** being set to "Germany" (e.g., as indicated by device region setting indication **988***d*). In particular, computer system **600***a***4** translates portions of the representation of menu **940** into German because a determination has been made that German is a language that is common to (or more preferred in in (e.g., relative to the original language of menu **440**) and/or the official currency of) Germany. In addition, computer system **600***a***4** converts one or more prices on menu **940** from dollars to euros because the euro is the currency that is common to (or more preferred in and/or the official currency of) Germany. In some embodiments, a computer system uses the geolocation of the computer system to determine whether or not to translate (e.g., automatically translate) or convert a measurement (e.g., as also described above in relation to FIGS. **9**A-**9**B) in addition to and/or in lieu of using a device region setting to the determine whether or not to translate or convert a measurement. At FIG. **9**H, computer system **600***a***4** detects tap input **950***h* on price **962**.

[0287] FIG. **10** is a flow diagram illustrating methods of converting one or more portions of a media representation in accordance with some embodiments. Method **1000** is performed at a computer system (e.g., **100**, **300**, **500**, and/or **600**) (e.g., a smartphone, a desktop computer, a laptop, a tablet) that is in communication with a display generation component (e.g., a display controller, a touch-sensitive display system). In some embodiments, the computer system is in communication with one or more input devices (e.g., a touch-sensitive surface). Some operations in method **1000** are, optionally, combined, the orders of some operations are, optionally, changed, and some operations are, optionally, omitted.

[0288] As described below, method **1000** provides an intuitive way for converting one or more portions of a media representation. The method reduces the cognitive burden on a user for converting one or more portions of a media representation, thereby creating a more efficient human-machine interface. For battery-operated computing devices, enabling a user to convert one or more portions of a media representation faster and more efficiently conserves power and increases the time between battery charges.

[0289] Method **1000** is performed at a computer system (e.g., **600**) (e.g., a smartphone, a desktop computer, a laptop, a tablet) that is in communication with a display generation component (e.g., a display controller, a touch-sensitive display system). In some embodiments, the computer system is in communication with one or more input devices (e.g., a touch-sensitive surface).

[0290] While displaying a representation that includes text (e.g., **906** and/or **940**) (e.g., a representation of an image, a paragraph, one or more lines, a receipt, and/or a document), the computer system detects (**1002**) an input (e.g., **950***b* and/or **950***d*) (e.g., a tap input or a non-tap input (e.g., a long-press input, a swipe input, a multi-tap input, an input on a physical input mechanism (e.g., a rotatable input mechanism and/or a button) and/or a mouse click) that corresponds to selection of a portion of the text in the representation (and/or selection of the first measurement).

[0291] In response to detecting the input (e.g., **950***b* and/or **950***d*) that corresponds to selection of the portion (e.g., **906***a* and/or **906***b*) of the text in the representation and in accordance with a determination that the portion of the text in the representation meets a respective set of criteria, where the respective set of criteria includes a criterion that is met when a determination is made that the portion of the text corresponds to a first measurement that has a first number and a first unit of measurement, the computer system displays (**1004**), via the display generation component, a respective user interface (e.g., user interface that displays **910**, **912**, **912***b*, **916**, **960**, **982***b***1**, and/or **982***b***2**) for converting the first measurement into one or more other units of measurement, where the respective user interface includes a visual representation (e.g., one or more of **910**, **912**, **912***b*, **916**, **960**, **982***b***1**, and/or **982***b***2**) of a second measurement that has a second number with a second unit of measurement that is different from the first unit of measurement (e.g., the first unit and the second unit are units for the same type of measurement (e.g., length, width, volume, currency, and/or temperature)). The second number is a conversion of the first number from the first unit of measurement to the second unit of measurement. In some embodiments, the respective user interface includes a second measurement that has a second number (different from the first number) and a second unit, different from the first unit (e.g., the first unit and the second unit are units for the same type of measurement (e.g., length, width, volume, currency, and/or temperature)). In some embodiments, the second measurement is a conversion of the first measurement. In some embodiments, the second measurement and/or the respective user interface is displayed concurrently with the representation that includes text in response to detecting the input that corresponds to selection of the portion of the text in the representation and in accordance with a determination that the portion of the text in the representation meets a respective set of criteria. In some embodiments, in response to detecting the input that corresponds to selection of the portion of the text in the representation and in accordance with a determination that the portion of the text in the representation does not meet the respective set of criteria, the computer system does not display the respective user interface and/or the second measurement. Displaying the respective user interface for converting the first measurement into one or more other units of measurement t when prescribed conditions are met allows the computer system to automatically display a conversion for (and convert) a measurement for a portion of the text in the representation that meets a respective set of criteria, which performs an operation when a set of conditions has been met without requiring further user input.

[0292] In some embodiments, the respective user interface (e.g., user interface that displays **910**, **912**, **912***b*, **916**, **960**, **982***b***1**, and/or **982***b***2**) includes a visual representation (e.g., one or more of **910**, **912**, **912***b*, **916**, **960**, **982***b***1**, and/or **982***b***2**) of a third number with a third unit of measurement that is different from the first unit of measurement (e.g., **906***a*, **906***b*, and/or **940**) and the second unit of measurement (e.g., one or more of **910**, **912**, **912***b*, **916**, **940**, **960**, **982***b***1**, and/or **982***b***2**). In some embodiments, the third number is a conversion of the first number from the first unit of measurement to the third unit of measurement. In some embodiments, the visual representation of a third number with the third unit of measurement is concurrently displayed with the visual representation of the second number with the second unit of measurement. In some embodiments, the visual representation of the third number with the third unit of measurement is concurrently displayed with the visual representation of the second number with the second unit of measurement and the visual representation of the first number with the first unit of measurement. Concurrently displaying the visual representation of a third number with the third unit of measurement with the visual representation of the second number with the second unit of measurement when prescribed conditions are met allows the computer system to automatically display multiple conversions for and convert a measurement for a portion of the text in the representation that meets a respective set of criteria, which performs an operation when a set of conditions has been met without requiring further user input.

[0293] In some embodiments, displaying the respective user interface for converting the first measurement into one or more other units of measurements includes displaying, via the display generation component, a first user interface object (e.g., one or more of **910**, **912**, **912***b*, **914**, **916**, **960**, **982***b***1**, and/or **982***b***2**). In some embodiments, while displaying the first user interface object, the computer system detects an input (e.g., **950***c***1** and/or **950***c***2**) directed to the first user interface object. In some embodiments, in response to detecting the input directed to the first user interface object, the computer system copies (e.g., into a copy buffer) the second number with the second unit of measurement (e.g., without copying the first number with the first unit of measurement). Copying the second number with the second unit of measurement in response to detecting the input directed to the first user interface object provides the user with a control option to copy a conversion of a unit of measurement that is in the portion of the text, which provides additional control options without cluttering the user interface.

[0294] In some embodiments, displaying the respective user interface for converting the first measurement into one or more other units of measurements includes displaying, via the display generation component, a second user interface object (e.g., one or more of **910**, **912**, **912***b*, **916**, **960**, **982***b***1**, and/or **982***b***2**). In some embodiments, while displaying the second user interface object, the computer system detects an input (e.g., **950***c***1** and/or **950***c***2**) directed to the second user interface object. In some embodiments, in response to detecting the input directed to the second user interface object, the computer system replaces display of the portion of text (e.g., **906***a*) (e.g., the portion of the text corresponding to the first portion of the text) with display of the second number with the second unit of measurement (e.g., **906***c*) (e.g., while continuing to display at least a second portion of the text (e.g., the second portion of text is different from the portion of the text)). Replacing display of the portion of text with display of the second number with the second unit of measurement provides the user with a control option to replace, in the portion of text, the measurement in the portion of text with a conversion of the measurement, which provides additional control options without cluttering the user interface.

[0295] In some embodiments, the respective set of criteria includes a criterion that is met when a determination is made that the first unit of measurement (and/or the first measurement) is ambiguous (e.g., as described above in relation to **960***b* in FIG. **9**D) (e.g., is a measurement or a portion of a measure that could be used multiple types of measurements (e.g., an ounce (e.g., fluid ounces vs weight ounces) and/or a degree (e.g., a degree of an angle and/or a degree of a temperature)). In some embodiments, in response to detecting the input (e.g., **950***b* and/or **950***d*) that corresponds to selection of the portion of the text in the representation and in accordance with a determination that the portion of the text corresponds to the first measurement (and/or the first measurement) is not ambiguous (e.g., is not a measurement for two different types of measurements (e.g., Kelvins and/or inches)) the computer system displays, via the display generation component, a second user interface (e.g., user interface that includes **912***a*-**912***c*) that is different from the respective user interface (e.g., user interface that includes **910**). In some embodiments, the second user interface does not include the visual representation of the second number with the second unit of measurement. Choosing whether to display the respective user interface or the second user interface based on prescribed conditions allows the computer system to display different user interface based on whether a detected measurement in the portion of text is ambiguous, which performs an operation when a set of conditions has been met without requiring further user input.

[0296] In some embodiments, the second user interface includes: a third user interface object (e.g., **912***a*-**912***c*) that, when selected, causes the computer system to identify the first unit of measurement as a third unit of measurement; and a fourth user interface object (e.g., **912***a*-**912***c*) that, when selected, causes the computer system to identify the second unit of measurement as a fourth unit of measurement that is different from (e.g., a different type of measurement than) the third unit of measurement. In some embodiments, the third user interface object is concurrently displayed with the fourth user interface object. Displaying the second user interface that includes the third user interface object and the fourth user interface object allows the computer system to provide the user with different user interface objects to choose a type of measurement in the portion of text, which provides additional control options without cluttering the user interface.

[0297] In some embodiments, while displaying the second user interface (e.g., user interface that includes **912***a*-**912***c*) that includes the third user interface object and the fourth user interface object, the computer system detects a first input directed to the second user interface. In some embodiments, in response to detecting the first input directed to the second user interface, the computer system displays, via the display generation component, the visual representation (e.g., **982***b***1**-**982***b***2**) of the second number with the second unit of measurement. Displaying the visual representation of the second number with the second unit of measurement in

response to detecting the input directed to the second user interface allows the computer system to display the second number with the second unit of measurement after the user has selected a user interface object to choose a type of measurement in the portion of text, which performs an operation when a set of conditions has been met without requiring further user input.

[0298] In some embodiments, while displaying the second user interface (e.g., user interface that includes **912***a*-**912***c*) that includes the third user interface object and the fourth user interface object, the computer system detects a second input (e.g., **950***e*) directed to the second user interface. In some embodiments, in response to detecting the second input (e.g., **950***e*) directed to the second user interface and in accordance with a determination that the second input directed to the second user interface was directed to the third user interface object, the computer system displays, via the display generation component, a visual representation (e.g., **982***b***1**-**982***b***2**) of a third number with a third unit of measurement that is different from the first unit of measurement. In some embodiments, the third number is a conversion of the first number based on the third unit of measurement (and the third number is not a conversion of the first number based on the fourth unit of measurement) (e.g., as described above in relation to FIG. **9**F). In some embodiments, in response to detecting the second input (e.g., **950***e*) directed to the second user interface and in accordance with a determination that the second input directed to the second user interface was directed to the fourth user interface object, the computer system displays, via the display generation component, a visual representation (e.g., **982***b***1**-**982***b***2**) of a fourth number with a fourth unit of measurement that is different from the first unit of measurement and the third unit of measurement. In some embodiments, the fourth number is a conversion of the first number based on the fourth unit of measurement (and the fourth number is not a conversion of the first number based on the third unit of measurement) (e.g., as described above in relation to FIG. **9**F). In some embodiments, the third number is different form the fourth number. In some embodiments, the third unit of measurement that is different from the fourth unit of measurement. Displaying the second number and the second unit of measurement as a different number and/or a different unit of measurement based on an input being directed to the third user interface object or the fourth user interface object allows the computer system to automatically display the second number and the second unit of measurement based on the input, which performs an operation when a set of conditions has been met without requiring further user input and provides additional control options without cluttering the user interface.

[0299] In some embodiments, while displaying the representation (e.g., **940**) that includes the text, the computer system detects an input that corresponds to a request to translate one or more portions of the text. In some embodiments, in response to detecting the input that corresponds to the request to translate one or more portions of the text and in accordance with a determination that the one or more portions of text meets the respective set of criteria and the one or more portions of text are not in a first language (and/or are in a second language that is different form the first language), the computer system displays, via the display generation component, a first translated version of the one or more portions text. In some embodiments, the first translated version of the one or more portions of text includes a visual representation of a seventh number with a seventh unit of measurement. In some embodiments, the first translated version is in the first language (e.g., as described above in relation to FIG. **9**H). In some embodiments, the seventh unit of measurement and the seventh number are different units of measurements and numbers than the units of measurements and the numbers in the one or more portions of text. In some embodiments, the first language is associated with a device region (e.g., a primary, secondary, and/or tertiary language of a region) setting (e.g., a setting that designates a region (e.g., United States, Europe, China, India, etc.) that the computer system is set as being commonly used in). In some embodiments, the one or more portions of text include items (e.g., products, food, services, and/or menu items) and currency, where the currency is the unit of measurement). Displaying, a first translated version of the one or more portions text. In some embodiments, the first translated version of the one or more portions of text includes a visual representation of a seventh number with a seventh unit of measurement. In some embodiments, the first translated version is in the first language when prescribed conditions are met allows the computer system to automatically and concurrently translate text and convert measurements in the text, which performs an operation when a set of conditions has been met without requiring further user input and provides additional control options without cluttering the user interface.

[0300] In some embodiments, in response to detecting the input (e.g., **950***b* and/or **950***d*) that corresponds to selection of the portion of the text in the representation and in accordance with a determination that the portion of the text in the representation meets the respective set of criteria, the computer system displays, via the display generation component, a respective indication (e.g., **912***a***1**, **912***b***1**, and/or **912***c***1**) that represents the first number and the first unit of measurement. In some embodiments, in accordance with a determination that the first number is within a first range of values for the first unit of measurement (e.g., as indicated by **912***a*-**912***c*), the respective indication (e.g., **912***a***1**, **912***b***1**, and/or **912***c***1**) is a first indication. In some embodiments, in accordance with a determination that the first number is within a second range of values for the first unit of measurement (e.g., as indicated by **912***a*-**912***c*), where the second range of values is different from (e.g., not within) the first range of values, the respective indication (e.g., **912***a***1**, **912***b***1**, and/or **912***c***1**) is a second indication that is different from (e.g., visually different from and/or represented by one or more different words, symbols, characters, and/or images) the first indication. In some embodiments, the second indication corresponds to the second range of values and the first indication corresponds to the first range of values. In some embodiments, the computer system does not display the respective indication after the first number with the first unit of measurement has been converted (e.g., as described above and shown in relation to **912***b* of FIGS. **9**E-**9**F) (e.g., an indication, such as the respective indication, that indicates that zero degrees Celsius is cold would not change even if zero degrees Celsius is converted into Fahrenheit or Kelvin). Displaying the respective indication as a different indication based on whether the first number is within a first range of values for the first unit of measurement or within a second range of values for the first unit of measurement provides the user with visual feedback about how the first number relates

to first unit of measurement and/or the type of measurement of the first unit of measure and provides the user with feedback concerning the indication of value even if a user is not familiar with the system of measurement and/or the unit of measurement that accompanies the value, which provides visual feedback to the user, which provides visual feedback to the user.

[0301] In some embodiments, the respective set of criteria includes a criterion that is met when a determination is made that a location associated with the computer system is one location within a set of locations (e.g., as described above in relation to FIGS. **9**A-**9**B and/or **9**H). Displaying the respective user interface for converting the first measurement into one or more other units of measurement when prescribed conditions are met allows the computer system to automatically display a conversion for a measurement in the representation based on a location, which performs an operation when a set of conditions has been met without requiring further user input.

[0302] In some embodiments, the location associated with the computer system is determined via a system setting (e.g., **932**) (e.g., a region setting and/or a device region setting) (e.g., a setting that does not change (e.g., without additional user input) based on the location of the computer system (e.g., once the setting is set)). In some embodiments, the setting is manually set by a user of the computer system. Displaying the respective user interface for converting the first measurement into one or more other units of measurement when prescribed conditions are met allows the computer system to automatically display a conversion for a measurement in the representation based on a location determined via a system setting (e.g., a device region setting), which performs an operation when a set.

[0303] In some embodiments, the location associated with the computer system is determined via geolocation information (e.g., information that changes based on the location of the computer system and/or based on data detected by one or more GPS sensors in communication with the computer system) (e.g., as described above in relation to FIGS. **9**A-**9**B and/or **9**H). Displaying the respective user interface for converting the first measurement into one or more other units of measurement when prescribed conditions are met allows the computer system to automatically display a conversion for a measurement in the representation based on a location determined via geolocation information, which performs an operation when a set of conditions has been met without requiring further user input.

[0304] In some embodiments, the set of locations are locations where multiple units of measurements (e.g., multiple types of units of measures) that correspond to the first unit of measurement are used (e.g., as described above in relation to FIGS. **9**A-**9**B and/or **9**H). Displaying the respective user interface for converting the first measurement into one or more other units of measurement when prescribed conditions are met allows the computer system to automatically display a conversion of a measurement in the portion of the text based on a location where multiple types of units of measures that correspond to the first unit of measurement are used, which performs an operation when a set of conditions has been met without requiring further user input.

[0305] In some embodiments, the respective set of criteria includes a criterion that is met when the first unit of measurement is not a native unit of measurement (e.g., a unit of measurement that is commonly used and/or is identified (e.g., by the computer system) as being commonly used in the second location) in a second location associated with the computer system (e.g., as described above in relation to FIGS. **9**A-**9**B and/or **9**H) (e.g., associated based on (e.g., based on and/or via) current (e.g., detected within the last 1-60 minutes, 1-31 days, and/or 1-8 weeks) geolocation information and/or a current system setting). Displaying the respective user interface for converting the first measurement into one or more other units of measurement when prescribed conditions are met allows the computer system to automatically display a conversion of a measurement in the portion of the text in the representation based on whether the unit of measurement is native to the location associated with the computer system, which performs an operation when a set of conditions has been met without requiring further user input.

[0306] Note that details of the processes described above with respect to method **1000** (e.g., FIG. **10**) are also applicable in an analogous manner to the methods described below/above. For example, method **1000** optionally includes one or more of the characteristics of the various methods described below with reference to method **1200**. For example, method **1000** can be used to convert one or more portions of a media representation while descriptions for one or more symbols in a media representation are provided based on method **1200**.

[0307] FIGS. **11**A-**11**G illustrate exemplary user interfaces for providing descriptions for one or more symbols in a media representation in accordance with some embodiments. The user interfaces in FIGS. **11**A-**11**G are used to illustrate the processes described below, including the processes in FIG. **12**.

[0308] FIG. **11**A illustrates computer system **700** displaying a media viewer user interface that includes application control region **1192**, media viewer region **1194**, and application control region **1196**. Media viewer region **1194** includes enlarged representation **1104***a*, which is representative of the same media item as thumbnail representation **1106***a*. Media viewer region **1194** is not substantially overlaid with controls, while application control region **1192** and application control region **1196** are substantially overlaid with controls. Enlarged representation **1104***a* includes a person standing under a sign. Enlarged representation **1104***a* does not include one or more symbols, such as the symbols (e.g., one or more flags, road signs, laundry symbols, packaging symbols, and/or material hazard symbols) discussed below in reference to FIGS. **11**B-**11**G.

[0309] Application control region **1196** includes some of thumbnail representations **1106** (e.g., **1106***a*-**1106***c*) that are displayed in a single row. Because enlarged representation **1104***a* is displayed in media viewer region **1194**, thumbnail representation **1112***a* is displayed as being selected. In particular, thumbnail representation **1112***a* is displayed as being selected in FIG. **11**A by being displayed as having space from the other thumbnails (e.g., **1112***b* and **1112***c*). In addition, application control region **1196** includes share control **1126***a* (e.g., that, when selected, causes computer system **600** to initiate a process for transmitting a media item represented by the enlarged representation), favorites control **1126***b* (e.g., that, when selected, causes computer system **600** to mark/unmark the media item represented by enlarged representation **1104***a* as a favorite media), information control **1126***c* (e.g., that, when selected, causes computer system **600** to display additional information

concerning the media item represented by enlarged representation **1104***a*), and trash control **1126***d* (e.g., that, when selected, causes computer system **600** to delete (or initiate a process for deleting) the media item represented by enlarged representation **11***a*). At FIG. **11**A, computer system **600** detects rightward swipe input **1150***a* on media viewer region **1194** and/or enlarged representation **1104***a*.

[0310] As illustrated in FIG. **11**B, in response to detecting rightward swipe input **1150***a*, computer system **600** displays enlarged representation **1104***b* and ceases to display enlarged representation **1104***a*. Enlarged representation **1104***b* includes Nigerian flag **1104***b***1** and U.S. flag **1104***b***2** but does not include flag description **1120***a* and flag description **1120***b*. Instead, computer system **700** displays flag description **1120***a* and flag description **1120***b* by overlaying each description over a respective portion of enlarged representation **1104***b*. As further evidence that enlarged representation **1104***b* does not include flag description **1120***a* and flag description **1120***b*, one can compare enlarged representation **1104***b* to thumbnail media representation **1106***b*, which represent the same media item. As illustrated in FIG. **11**B, thumbnail media representation **1106***b* does not include any representations of flag description **1120***a* or flag description **1120***b* and is a smaller version of enlarged representation **1104***b*. At FIG. **11**B, computer system **600** displays flag description **1120***a* because a determination is made that Nigerian flag **1104***b***1** has a set of one or more properties that represent the Nigerian Flag. Accordingly, flag description **1120***a* is a description ("FLAG OF THE FEDERAL REPUBLIC OF NIGERIA) that is representative of Nigerian flag **1104***b***1**. Likewise, at FIG. **11**B, computer system **600** displays flag description **1120***b* because a determination is made that U.S. flag **1104***b***2** has a set of one or more properties that represent the U.S. Flag. Accordingly, flag description **1120***b* is a description ("FLAG OF THE UNITED STATES OF AMERICA") that is representative of U.S. flag **1104***b***2**. Notably, computer system **600** overlays flag description **1120***a* over a portion of enlarged representation **1104***b* that is near Nigerian flag **1104***b***1** and overlays flag description **1120***b* over a portion of enlarged representation **1104***b* that is near U.S. flag **1104***b***2**. In some embodiments, computer system **600** displays one or more of flag description **1120***a* and flag description **1120***b* in another portion of the user interface of FIG. **11**B and/or does not overlay one or more of the flags over a portion of enlarged representation **1104***b*. At FIG. **11**B, computer system **600** detects tap input **1150***b* on Nigerian flag **1104***b***1**.

[0311] As illustrated in FIG. **11**C, in response to detecting tap input **1150***b*, computer system **600** displays additional description **1120***c*, which include additional description concerning Nigerian flag **1104***b***1**. As illustrated in FIG. **11**C, in response to detecting tap input **1150***b*, computer system **600** does not display any additional description that concerns and/or that is near U.S. flag **1104***b***2** because input **1150***b* was not directed to U.S. flag **1104***b***2**. Thus, as illustrated in FIGS. **11**B-**11**C, computer system **600** can display additional information concerning a symbol based on an input being directed towards the symbol. At FIG. **11**C, computer system **600** continues to display flag descriptions **1120***a*-**1120***b* on enlarged representation **1104***b* in response to detecting tap input **1150***b*. In some embodiments, computer system **600** ceases to display one or more of flag descriptions **1120***a*-**1120***b* in response to detecting tap input **1150***b*. In some embodiments, in response to detecting tap input **1150***b*, computer system **600** emphasizes Nigerian flag **1104***b***1** relative to U.S. flag **1104***b***2** and/or emphasizes additional description **1120***c* relative to one or more of flag descriptions **1120***a*-**1120***b*. At FIG. **11**C, computer system **600** detects rightward swipe input **1150***c* on enlarged representation **1104***b*.

[0312] As illustrated in FIG. **11**D, in response to detecting rightward swipe input **1150***c*, computer system **600** displays enlarged representation **1104***c* and ceases to display enlarged representation **1104***c*. As illustrated in FIG. **11**D, enlarged representation **1104***c* includes road sign **1104***c***1** but does not include road-sign description **1120***d* (e.g., as evidenced by thumbnail representation **1160***c* including road sign **1104***c***1** but not including road-sign description **1120***d* for similar reasons as discussed above in relation to enlarged representation **1104***b* and thumbnail representation **1160***b* in FIG. **11**B). At FIG. **11**D, a determination is made that road sign **1104***c***1** has a set of one or more properties that represent a particular type of road sign (a "Slippery When Wet" road sign). As illustrated in FIG. **11**D, because the determination was made that road sign **1104***c***1** has the set of one or more properties that represent the particular type of road sign, computer system **600** displays road-sign description **1120***d* ("Slippery When Wet") over a portion of enlarged representation **1104***c*. At FIG. **11**D, computer system detects rightward swipe input **1150***d* on enlarged representation **1104***c*.

[0313] As illustrated in FIG. **11**E, in response to detecting rightward swipe input **1150***d*, computer system **600** displays enlarged representation **1104***d* and ceases to display enlarged representation **1104***c*. As illustrated in FIG. **11**E, enlarged representation **1104***d* includes laundry representations **1104***d***1**-**1104***d***4** but does not include laundry-symbol description **1120***e* (e.g., as evidenced by thumbnail representation **1160***d* including laundry representations **1104***d***1**-**1104***d***4** but not including laundry-symbol description **1120***e* for similar reasons as discussed above in relation to enlarged representation **1104***b* and thumbnail representation **1160***b* in FIG. **11**B). As illustrated in FIG. **11**E, a determination is made that laundry representations **1104***d***1**-**1104***d***4** have set of one or more properties that represent different types of laundry symbols. As illustrated in FIG. **11**E, because the determination is made that laundry representations **1104***d***1**-**1104***d***4** have set of one or more properties that represent different types of laundry symbol, computer system **600** displays laundry-symbol description **1120***e* ("Do not wash or beach this item. This item may be ironed at low temperature or be professionally dry cleaned). Notably, at FIG. **11**E, computer system **600** provides a single description for multiple laundry symbols (e.g., laundry representations **1104***d***1**-**1104***d***4**). Here, computer system **600** provides a single description because computer system **600** has determined that the laundry symbols should be interpreted as a group (e.g., instead of independently and/or separately as the flag were interpreted in FIGS. **11**B-**11**C). In some embodiments, computer system **600** provide a single description for multiple symbols, such as multiple laundry symbols, packaging symbol, and/or material hazard symbols. In some embodiments, computer system **600** interprets the multiple symbols individually to provide the single description. In some embodiments, computer system **600** interprets the multiple symbols as a group to provide the single description. In some embodiments, computer system **600** displays a description for symbols that have been interpreted as a ground concurrently with a description for a symbol that has

been interpreted individually. In some embodiments, in response to detecting an input directed to laundry symbol **1104***d***1**, computer system **600** displays a description that corresponds to laundry symbol **1104***d***1**. In some embodiments, in response to detecting an input directed to laundry symbol **1104***d***2**, computer system **600** displays a description that corresponds to laundry symbol **1104***d***2** that is different from the description that corresponds to laundry symbol **1104***d***1**. At FIG. **11**E, computer system **600** detects rightward swipe input **1150***e* on enlarged representation **1104***d*.

[0314] As illustrated in FIG. **11**F, in response to detecting rightward swipe input **1150***e*, computer system **600** displays enlarged representation **1104***e* and ceases to display enlarged representation **1104***d*. Enlarged representation **1104***e* includes a product that includes material hazard symbol **1104***e***1** and packaging symbol **1104***e***2** but does not include material-hazard-symbol **1120***f* and packaging symbol **1120***g* (e.g., as evidenced by thumbnail representation **1160***e* including material hazard symbol **1104***e***1** and packaging symbol **1104***e***2** but not including material-hazard-symbol description **1120***f* and packaging symbol description **1120***g* for similar reasons as discussed above in relation to enlarged representation **1104***b* and thumbnail representation **1160***b* in FIG. **11**B). At FIG. **11**F, a determination is made that material hazard symbol **1104***e***1** has a set of one or more properties that represent a particular type of material hazard symbol. In addition, a determination is made that packaging symbol **1104***e***2** has a set of one or more properties that represent a particular type of packaging symbol. At FIG. **11**F, because a determination is made that material hazard symbol **1104***e***1** has a set of one or more properties that represent the particular type of material hazard symbol (e.g., a "Poison" symbol), computer system **600** displays material-hazard-symbol description **1120***f* ("Poison") over a portion of enlarged representation **1104***e*. At FIG. **11**F, because determination is made that packaging symbol **1104***e***2** has a set of one or more properties that represent a particular type of packaging symbol (e.g., a "Do Not Recycle" symbol), computer system **600** displays packaging symbol description **1120***g* ("Do not Recycle") over a portion of enlarged representation **1104***e*.

[0315] FIG. **11**G illustrates exemplary scenario where computer system **600** detects one or more objects (e.g., one or more types of objects) and an amount of the one or objects in a media representation and overlays a representation of the objects and the amount of objects over the media representation. As illustrated in FIG. **11**G, computer system **600** displays enlarged representation **1104***f* that includes jelly beans in bowl **1104***f***1**. At FIG. **11**G, while displaying enlarged representation **1104***f*, a determination is made that 128 jelly beans are depicted in enlarged representation **1104***f*. As illustrated in FIG. **11**G, because the determination that 128 jelly beans are depicted in enlarged representation **1104***f*, computer system **600** displays description **1120***h* ("128 Jelly Beans"). As illustrated in FIG. **11**G, computer system **600** displays enlarged representation **1104***g* that includes marbles **1104***g***1**. At FIG. **11**G, while displaying enlarged representation **1104***g*, a determination is made that 10 marbles are depicted in enlarged representation **1104***g*. As illustrated in FIG. **11**G, because the determination is made that 10 marbles are depicted in enlarged representation **1104***g*, computer system **600** displays description **1120***i* ("10 Marbles"). As illustrated in FIG. **11**G, computer system **600** displays enlarged representation **1104***h* that includes pencils **1104***h***1**. At FIG. **11**G, while displaying enlarged representation **1104***h*, a determination is made that 5 pencils are depicted in enlarged representation **1104***h*. As illustrated in FIG. **11**G, because the determination is made that 5 pencils are depicted in enlarged representation **1104***h*, computer system **600** displays description **1120***j* ("5 Pencils"). As illustrated in FIG. **11**G, computer system **600** displays enlarged representation **1104***i* that includes books **1104***i***1**. At FIG. **11**G, while displaying enlarged representation **1104***i*, a determination is made that 3 books are depicted in enlarged representation **1104***i*. As illustrated in FIG. **11**G, because the determination is made that 3 books are depicted in enlarged representation **1104***i*, computer system **600** displays description **1120***k* ("3 Books").

[0316] FIG. **12** is a flow diagram illustrating methods of providing descriptions for one or more symbols in a media representation in accordance with some embodiments. Method **1200** is performed at a computer system (e.g., **100**, **300**, **500**, and/or **600**) (e.g., a smartphone, a desktop computer, a laptop, a tablet) that is in communication with a display generation component (e.g., a display controller, a touch-sensitive display system). In some embodiments, the computer system is in communication with one or more input devices (e.g., a touch-sensitive surface). Some operations in method **1200** are, optionally, combined, the orders of some operations are, optionally, changed, and some operations are, optionally, omitted.

[0317] As described below, method **1200** provides an intuitive way for providing descriptions for one or more symbols in a media representation. The method reduces the cognitive burden on a user for providing descriptions for one or more symbols in a media representation, thereby creating a more efficient human-machine interface. For battery-operated computing devices, enabling a user to provide descriptions for one or more symbols in a media representation faster and more efficiently conserves power and increases the time between battery charges.

[0318] Method **1200** is performed at a computer system (e.g., **600**) (e.g., a smartphone, a desktop computer, a laptop, a tablet) that is in communication with a display generation component (e.g., a display controller, a touch-sensitive display system). In some embodiments, the computer system is in communication with one or more input devices (e.g., a touch-sensitive surface).

[0319] The computer system detects (**1202**) (e.g., receiving) a request (e.g., **1150***a*, **1150***c*, **1150***d*, **1150***e*, **11500** to display a representation of a media item.

[0320] In response to detecting the request (e.g., **1150***a*, **1150***c*, **1150***d*, **1150***e*, **11500** to display the representation of the media item, the computer system displays (**1204**), via the display generation component, a respective user interface that includes a representation (e.g., **1104***b*-**1104***e*) of a media item, where displaying the respective user interface includes: in accordance with a determination that the representation of the media item includes one or more symbols, displaying (**1206**), via the display generation component, a representation (e.g., **1120***a*-**1120***g*) of an interpretation (e.g., text) (e.g., textual representation and/or textual information associated with the symbol and/or textual information that is an interpretation of the symbol) of at least a first symbol (e.g., a flag, laundry symbol, packaging symbol, material hazard symbol, road sign symbol, and/or another non-language and/or text symbol) (e.g., a graphical image that is not composed of only text) (e.g., a symbol that does not

include words and/or phrases) of the one or more symbols concurrently with the representation (e.g., **1104***b*-**1104***e*) of the media, where the representation of the interpretation of the one or more symbols in the media item is separate (e.g., not a part of the visual content of the media item) from the media item (e.g., the representation of the interpretation of the one or more symbols is automatically generated by the device and/or is not a part of the media item). In some embodiments, the representation of the interpretation of the one or more symbols in the media item is not a part of the representation of the media (e.g., before the request to display the representation of the media item was received). In some embodiments, in accordance with a determination that the representation of the media item does not include the one or more symbols, display the representation of the media item without displaying the representation of the interpenetration of at least the first symbol. Automatically displaying a representation of an interpretation of at least a first symbol of one or more symbols when prescribed conditions are met allows the computer system to automatically display an interpretation of one or more symbols in a representation of media without requiring additional user input, which performs an operation when a set of conditions has been met without requiring further user input.

[0321] In some embodiments, the interpretation of the one or more symbols is an interpretation of one symbol of the one or more symbols (e.g., **1120***a*, **1120***b*, **1120***d*, **1120***f*, and/or **1120***g*). In some embodiments, each of the one or more symbols are interpreted separately. In some embodiments, in accordance with a determination that the one symbol is a first type of symbol (e.g., a symbol that can and/or should be interpreted independently (e.g., a flag and/or a road sign)), the computer system displays an interpretation of the one symbol. In some embodiments, in accordance with a determination that the one symbol is a second type of symbol (e.g., a symbol that cannot and/or should not be interpreted independently (e.g., a laundry, a packaging, and/or a material hazard symbol), the computer system does not display an interpretation of the one symbol and/or displays a collective interpretation of the one symbol and another symbol. Automatically displaying a representation of an interpretation of one symbol when prescribed conditions are met allows the computer system to automatically display an interpretation of one of the one or more symbols in a representation of media, which performs an operation when a set of conditions has been met without requiring further user input.

[0322] In some embodiments, the interpretation of the one or more symbols is a collective interpretation of a plurality of one or more symbols (e.g., **1120***e*). In some embodiments, the one or more symbols are interpreted collectively. Automatically displaying a representation of an interpretation of one symbol when prescribed conditions are met allows the computer system to automatically display a collective interpretation of multiple symbols in a representation of media, which performs an operation when a set of conditions has been met without requiring further user input.

[0323] In some embodiments, while displaying the representation (e.g., **1104***b*-**1104***e*) of media that includes the one or more symbols, the computer system detects an input (e.g., **1150***b*) that is directed to a first symbol (e.g., **1104***b***1**-**1104***b***2**) of the one or more symbols. In some embodiments, in response to detecting the input that is directed to the first symbol of the one or more symbols, the computer system displays, via the display generation component, information (e.g., **1120***c*) associated with (e.g., that corresponds to and/or about) the first symbol. In some embodiments, in response to detecting an input that is directed to a symbol of the one or more symbols that is different from the first symbol, the computer system displays information associated with the respective symbol. In some embodiments, the computer system displays information associated with the respective symbol without displaying the information associated with the first symbol. In some embodiments, the information associated with the respective symbol is different from the information associated with the first symbol. Displaying information associated with the first symbol in response to detecting the input that is directed to the first symbol of the one or more symbols provides the user with additional control to obtain information associated with one or more symbols, which provides additional control options without cluttering the user interface.

[0324] In some embodiments, the one or more symbols include one or more flags (e.g., **1104***b***1**-**1104***b***2**) (e.g., flag for a country, state, and/or region, and/or flag for a team (e.g., a sports team and/or another team). In some embodiments, the representation (e.g., **1120***a*-**1120***b*) of the interpretation of at least the first symbol includes (and/or is) an interpretation of the one or more flags. Automatically displaying a representation of an interpretation of at least a first symbol of one or more symbols that include one or more flags when prescribed conditions are met allows the computer system to automatically display an interpretation of one or more flags without requiring additional user input, which performs an operation when a set of conditions has been met without requiring further user input and provides visual feedback.

[0325] In some embodiments, the one or more symbols include one or more laundry symbols (e.g., **1104***d***1**-**1104***d***4**) (e.g., one or more washing, bleaching, ironing, dry cleaning, drying, machine wash normal, machine wash cold, machine wash warm, machine wash hot, hang to dry, dry in shade, do not iron, and/or do not bleach symbols). In some embodiments, the representation (e.g., **1120***e*) of the interpretation of at least the first symbol includes (and/or is) an interpretation of the one or more laundry symbols. Automatically displaying a representation of an interpretation of at least a first symbol of one or more symbols that include one or more laundry symbols when prescribed conditions are met allows the computer system to automatically display an interpretation of one or more laundry symbols without requiring additional user input, which performs an operation when a set of conditions has been met without requiring further user input and provides visual feedback.

[0326] In some embodiments, the one or more symbols include one or more packaging symbols (e.g., **1104***e***2**) (e.g., one or more fragile, keep dry, compostable, recyclable, handle with care, this way up, do not open with knife, do not place near magnets, lift with two people, do not drop, stacking height/weight, do no stack, food safe, caution, and/or kitemark symbols). In some embodiments, the representation (e.g., **1120***g*) of the interpretation of at least the first symbol includes (and/or is) an interpretation of the one or more packaging symbols. Automatically displaying a representation of an interpretation of at least a first symbol of one or more symbols that includes one or more packaging symbols when prescribed conditions are met allows the computer system to automatically display an interpretation

of the one or more packaging symbols without requiring additional user input, which performs an operation when a set of conditions has been met without requiring further user input and provides visual feedback.

[0327] In some embodiments, the one or more symbols include one or more material hazard symbols (e.g., **1104***e***1**) (e.g., one or more explosive (e.g., symbol: exploding bomb), flammable (e.g., symbol: flame), oxidizing (e.g., symbol: flame over circle), corrosive (e.g., symbol: corrosion), acute toxicity (e.g., symbol: skull and crossbones), and/or hazardous to the environment (e.g., symbol: environment) symbols). In some embodiments, the representation (e.g., **11200** of the interpretation of at least the first symbol includes (and/or is) an interpretation of the one or more material hazard symbols. Automatically displaying a representation of an interpretation of at least a first symbol of one or more symbols that include one or more material hazard symbols when prescribed conditions are met allows the computer system to automatically display an interpretation of the one or more material hazard symbols without requiring additional user input, which performs an operation when a set of conditions has been met without requiring further user input and provides visual feedback.

[0328] In some embodiments, the one or more symbols include one or more road signs (e.g., **1104***c***1**) (e.g., one or more traffic signs, red and white regulatory signs, warning signs, highway construction and maintenance signs, service signs, and/or guide signs). In some embodiments, the representation (e.g., **1120***d*) of the interpretation of at least the first symbol includes (and/or is) an interpretation of the one or more road signs. Automatically displaying a representation of an interpretation of at least a first symbol of one or more symbols that include one or more road signs when prescribed conditions are met allows the computer system to automatically display an interpretation of the one or more road signs without requiring additional user input, which performs an operation when a set of conditions has been met without requiring further user input and provides visual feedback.

[0329] In some embodiments, the computer system identifies one or more objects in a representation of media. In some embodiments, the computer system displays an indication that includes the number of the particular type of object that is in the media representation based on detecting the number of the particular types of objects (e.g., as described above in relation to FIG. **11**G). In some embodiments, the computer system displays an indication and/or description (e.g., a description that includes the type of object (e.g., a piece of furniture and/or a type of shoe) that has been identified) of an identified object of the one or more objects. In some embodiments, the computer system displays one or more instructions (e.g., one or more instructions that corresponds to how to use and/or how to take care of (e.g., how to take care of plants (e.g., water frequently and/or needs partial sun), food (e.g., how to take care of a mango and eat it), and/or pets) the object and/or a product) for an identified object of the one or more objects. In some embodiments, the computer system displays an indication and/or a description of a subject (e.g., a celebrity) in the representation of media (e.g., where the representation of media is a frame of a video and/or movie). In some embodiments, computer system displays an indication and/or description that is an extended version of the identified object (e.g., a piece of art, book, and/or magazine that is related to an object). In some embodiments, the indication and/or description is interactive and selection of the indication and/or description displays an interactive user interface object that corresponds to an identified object (e.g., where selection of the user interface object, causes the computer system to play augmented-reality version of the identified object; an animation of the identified object and/or that corresponds to the identified object).

[0330] Note that details of the processes described above with respect to method **1200** (e.g., FIG. **12**) are also applicable in an analogous manner to the methods described above/below. For example, method **1200** optionally includes one or more of the characteristics of the various methods described above with reference to method **1000**. For example, method **1000** can be used to convert one or more portions of a media representation while descriptions for one or more symbols in a media representation are provided based on method **1200**. For brevity, these details are not repeated below.

[0331] FIGS. **13**A-**13**T illustrate exemplary user interfaces for providing one or more animations for detected objects in a media representation in accordance with some embodiments. In particular, FIGS. **13**A-**13**T illustrates exemplary user interfaces, where computer system **600** displays an animation for a detected object in response to detecting an input that is directed to (e.g., on, pointing to, attention on, and/or at a location corresponds to) the detected object. In some embodiments, the animation is displayed before one or more controls to copy an object and/or subject are displayed (e.g., without copying the background portion) (e.g., as described above in relation to FIGS. **6**A-**6**M). In some embodiments, the animation is displayed before one or more controls to remove a background portion of a media item are displayed (e.g., as described above in relation to FIGS. **6**A-**6**M). The user interfaces in FIGS. **13**A-**13**T are used to illustrate the processes described below, including the processes in FIG. **14**.

[0332] FIG. **13**A illustrates computer system **600** displaying a media viewer user interface that includes application control region **1192**, media viewer region **1194**, and application control region **1196**. Media viewer region **1194** includes enlarged representation **1304***a*, which is representative of the same media item as thumbnail representation **1306***a*. Application control region **1196** includes some of thumbnail representations **1106** (e.g., **1306***a*-**1306***e*) that are displayed in a single row. Because enlarged representation **1304***a* is displayed in media viewer region **1194**, thumbnail representation **1306***a* is displayed as being selected (e.g., which is selected in FIG. **13**A for similar reasons as discussed above in relation to thumbnail representation **1106***a* being selected in FIG. **11**A). Application control region **1192**, media viewer region **1194**, and application control region **1196** include similar controls and/or are displayed using similar techniques as discussed above in relation to FIGS. **11**A-**11**G.

[0333] As illustrated in FIG. **13**A, enlarged representation **1304***a* is a previously captured photo that includes buoy **1310** that is hanging on a wall and cup **1320** that is positioned on a counter. At FIG. **13**A, computer system **600** detects tap input **1350***a* on cup **1320**. At FIG. **13**B, in response to detecting tap input **1350***a*, computer system **600** generates haptic (and/or audio) feedback and begins displaying an animation that is overlaid on cup **1320** and/or that changes the appearance one or more portions of cup **1320**.

As illustrated in FIGS. **13**B-**13**I, the animation that computer system **600** begins displaying at FIG. **13**B includes interior-animation portion **1340***a* and edge-animation portion **1340***b* (e.g., where edge-animation portion **1340***b* is described in further detail in FIGS. **13**F-**13**I). FIGS. **13**B-**13**E illustrate an exemplary embodiment concerning how computer system **600** can display interior-animation portion **1340***a* in relation to cup **1320**, and FIGS. **13**F-**13**I illustrate an exemplary embodiment concerning how computer system **600** can display edge-animation portion **1340***b* in relation to cup **1320**. Notably, at FIGS. **13**B-**13**I, computer system **600** does not display an animation that changes the display of buoy **1310** because computer system **600** did not detect a tap input on buoy **1310**. In some embodiments, in response to computer system **600** detecting an input on a background portion of a displayed media item, computer system **600** does not display an animation (e.g., like the one described in relation to FIGS. **13**A-**13**Q) that changes an appearance of the background portion (e.g., such as the wall where buoy **1310** is hanging in enlarged representation **1304***a*). In some embodiments, computer system **600** does not display an animation (e.g., like the one described in relation to FIGS. **13**A-**13**Q) that changes an appearance of a respective object (e.g., in response to computer system **600** detecting an input on the respective object) that computer system **600** has not detected. In some embodiments, computer system **600** does not display the animation when a determination is made that one or more controls (e.g., copy subjects/objects controls and/or remove background controls) will not be displayed (e.g., are not available) for performing an operation based on the respective object.

[0334] At FIG. **13**B, interior-animation portion **1340***a* temporarily changes the appearance of the interior region of cup **1320** (e.g., the interior region of the surface of cup **1320**) at the location at which tap input **1320** was detected in FIG. **13**A. Thus, as illustrated in FIG. **13**B, computer system **600** initially displays interior-animation portion **1340***a* at an interior surface location of cup **1320** that is to the right of and down from a center location of cup **1320** because tap input **1350***a* was detected at the location that is to the right of and down from the center location of cup **1320**. In some embodiments, in response to detecting a tap input at another location of cup **1320** (e.g., the center location of cup **1320**), computer system **600** initially displays interior-animation portion **1340***a* at the other location of cup **1320** (e.g., a different location than the location of interior-animation portion **1340***a* in FIG. **13**B).

[0335] As described above, FIGS. **13**B-**13**E illustrate an exemplary embodiment concerning how computer system **600** can display interior-animation portion **1340***a* in relation to cup **1320**. While FIG. **13**B illustrates how computer system **600** initially displays interior-animation portion **1340***a*, FIGS. **13**C-**13**E illustrate how the display of interior-animation portion **1340***a* progressively changes with time. As illustrated in FIG. **13**C-**13**E, interior-animation portion **1340***a* progressively expands outward (e.g., towards the top-edge **1320***a*, bottom edge **1320***b*, and the sides of cup **1320**). As illustrated in FIG. **13**B-**13**E, computer system **600** moves an upper portion of interior-animation portion **1340***a* towards top-edge **1320***a* of cup **1320** while expanding (and/or enlarging) interior-animation portion **1340***a* towards the sides of cup **1320**, and computer system **600** moves a bottom portion of interior-animation portion **1340***a* towards bottom-edge **1320***b* of cup **1320** while expanding interior-animation portion **1340***a* towards the sides of cup **1320**. In some embodiments, computer system **600** displays a subset of the upper portion that is closer to top-edge **1320***a* as being brighter than a subset of the upper portion that is further from top-edge **1320***a*.

[0336] At FIGS. **13**B-**13**E, the speed, duration, and/or shape of the interior-animation portion **1340***a* is based on the size of cup **1320**. Moreover, the speed, duration, and/or shape of interior animation portion **1340***a* is also based on the location at which interior-animation portion **1340***a* (and/or based on where tap input **1350***a* was detected on cup **1320**) was initially displayed. In some embodiments, the speed, duration, and/or shape of interior animation portion **1340***a* would change if computer system **600** detected tap input **1350***a* of FIG. **13**A at a location that is closer to top-edge **1320***a* (e.g., than the location at which computer system **600** detected tap input **1340***a*) because the top portion of interior-animation portion **1340***a* would not have to move as far from the top portion of interior-animation portion **1340***a* to reach top-edge **1320***a*. In some embodiments, computer system **600** displays interior-animation portion **1340***a* as a translucent overlay (e.g., a portion of cup **1320** corresponding to a location of the translucent overlay is displayed concurrently with (e.g., visible) the translucent overlay; the translucent overlay is at a particular opacity) that moves and expands over the interior region of cup **1320**. In some embodiments, interior-animation portion **1340***a* becomes more transcalent (e.g., the opacity increases) as animation portion **1340***a* moves and expands over the interior region of cup **1320**. Thus, in some embodiments, interior-animation portion **1340***a* of FIG. **13**D is more translucent than interior-animation portion **1340***a* of FIG. **13**C. In some embodiments, computer system **600** changes the translucence of interior-animation portion **1340***a* when interior-animation portion **1340***a* has reached an edge of cup **1320** (e.g., top-edge **1320***a* or bottom-edge **1320***b*) (e.g., which is illustrated in FIGS. **13**D-**13**E by interior-animation portion **1340***a* including more lines in FIG. **13**D than in FIG. **13**E, where more lines denotes less translucence). In some embodiments, as a part of the changing the translucence of interior-animation portion **1340***a* when interior-animation portion **1340***a* has reach an edge of cup **1320**, computer system **600** only changes the translucence of one or more portions of interior-animation portion **1340***a* that has reached the edge of cup **1320** without changing the translucence of other portions of interior-animation portion **1340***a* that have not reached the edge of cup **1320**. In some embodiments, computer system **600** displays interior-animation portion **1340***a* in such a manner, where a flash of light appears to be radiating through the interior region of cup **1320**.

[0337] After displaying interior-animation portion **1340***a* in FIGS. **13**B-**13**E, computer system **600** displays edge-animation portion **1340***b* of the animation (e.g., animation displayed in response to detecting tap input **1350***a*) in FIGS. **13**F-**13**I. FIG. **13**F illustrates the beginning of edge-animation portion **1340***b*, where edge-animation portion **1340***b* is displayed along the right side of cup **1320**. As illustrated in FIG. **13**F, computer system **600** displays controls options **1326** that includes copy control **626***a* and copy-subjects control **626***b*, which operate as described above in relation to copy control **626***a* and copy-subjects control **626***b* (and copy-subjects control **628***a*) of FIGS. **6**A-**6**M. In some embodiments, computer system **600** displays control options

1326 while or before computer system **600** displays one or more portions of interior-animation portion **1340***a* of FIGS. **13**B-**13**F. In some embodiments, computer system **600** displays control options **1326** after computer system **600** has displayed one or more portions of edge-animation portion **1340***b* of FIGS. **13**F-**13**I.

[0338] As illustrated in FIGS. **13**F-**13**I, edge-animation portion **1340***b* travels around the perimeter (and/or edge) of cup **1320** in a clockwise direction. In some embodiments, edge-animation portion **1340***b* travels around the perimeter of cup **1320** in a counterclockwise direction. In some embodiments, the speed, shape, and/or duration of edge-animation portion **1340***b* is based on the shape of cup **1320** (e.g., for similar reasons as discussed above in relation to the display of interior-animation portion **1340***a*). In some embodiments, computer system **600** displays a translucent overlay over the perimeter of cup **1320** to display edge-animation portion **1340***b*. In some embodiments, the translucent overlay has different levels of translucence to indicate that a light is moving around the perimeter of cup **1320**. In some embodiments, a subset (e.g., left edge of edge animation portion **1340***b* of FIG. **13**G) of edge-animation portion **1340***b* that is closer to a location in which edge-animation **1340***b* is moving than a different subset of—animation portion **1340***b* (e.g., right edge of edge animation portion **1340***b* of FIG. **13**G) has a lower level of translucence than the different subset of animation portion **1340***b*. In some embodiments, displaying the translucent overlay with different levels of translucence allows computer system **600** to mimic an effect that is similar to light dissipating at the tail of a comet (e.g., a gas tail and/or a dust tail effect). At FIG. **13**I, computer system **600** detects tap input **1350***i***1** on copy control **626***a*, tap input **1350***i***2** on copy-subjects control **626***b*, or tap input **1350***i***3** on buoy **1310**. In some embodiments, in response to detecting tap input **1350***i***1** on copy control **626***a*, computer system **600** copies media representation **1304***a* (e.g., the background and the objects/subjects in the media representation), using one or more techniques discussed above in relation to FIGS. **6**B and **6**D. In some embodiments, in response to detecting tap input **1350***i***2** on tap input **1350***i***2** on copy-subjects control **626***b*, computer system **600** copies cup **1320** without copying other portions of media representation **1304***a* (e.g., the wall), using one or more techniques as discussed above in relation to detecting tap input **650***e***1**. In some embodiments, in response to detecting tap inputs **1350***i***1**-**1350***i***3**, computer system **600** ceases display of the animation that was displayed in response to detecting tap input **1350***a* in FIG. **13**A (e.g., the animation described above in relation to FIGS. **13**B-**13**I). In some embodiments, computer system **600** ceases display of the animation (e.g., interior-animation portion **1340***a* and/or edge-animation portion **1340***b*) in response to detecting tap inputs **1350***i***1**-**1350***i***3** because an input that is subsequent to tap input **1350***a* was detected. In some embodiments, computer system **600** continues to display the animation if no input was detected at FIG. **131**. In some embodiments, as a part of continuing to display the animation, computer system **600** re-displays interior-animation portion **1340***a* of FIGS. **13**B-**13**E after displaying edge-animation portion **1340***b* of FIGS. **13**F-**13**I. In some embodiments, as a part of continuing to display the animation, computer system **600** only re-displays edge-animation portion **1340***b* and/or re-displays edge-animation portion **1340***b* one or more times before re-displaying interior-animation portion **1340***a*, or vice-versa.

[0339] At FIG. **13**J, in response to detecting tap input **1350***i***3** on buoy **1310**, computer system **600** generates haptic (and/or audio) feedback and begins displaying an animation that changes the appearance of buoy **1310** (e.g., without displaying an animation that changes the appearance of cup **1320** because tap input **1350***i***3** was not detected on cup **1320**). Notably, the animation that changes the appearance of buoy **1310** includes an interior and edge animation portion like the animation that changed the appearance of cup **1320** described above in relation FIGS. **13**B-**13**I. FIGS. **13**J-**13**P illustrate the animation that changes the appearance of buoy **1310**, where FIGS. **13**J-**13**N illustrate an exemplary embodiment concerning how computer system **600** can display interior-animation portion **1340***a* in relation to buoy **1310**, and FIGS. **130**-**13**P illustrate an exemplary embodiment concerning how computer system **600** can display edge-animation portion **1340***b* in relation to buoy **1310**.

[0340] As illustrated in FIGS. **13**J-**13**N, computer system **600** displays interior-animation portion **1340***a* in relation to buoy **1310** ("buoy-interior-animation portion") using similar techniques as those discussed above in relation to displaying interior-animation portion **1340***a* in relation to cup **1320** ("cup-interior-animation portion"). However, the movement and expansion of buoy-interior-animation portion is different from cup-interior-animation portion because the shape buoy **1310** is different from the shape of cup **1320**. In addition, the speed of the movement and expansion of buoy-interior-animation is faster than the speed of the movement and expansion of cup-interior-animation portion because buoy **1310** is larger than cup **1320**. In some embodiments, the increase in speed between buoy-interior-animation portion and cup-interior-animation portion is non-linear relative to the difference in the size of buoy **1310** and the size of cup **1320**. In some embodiments, the duration of buoy-interior-animation is longer than the duration of cup-interior-animation portion because buoy **1310** is larger than cup **1320**. In some embodiments, the increase in the duration between buoy-interior-animation portion and duration of cup-interior-animation portion is non-linear relative to the difference in the size of buoy **1310** and the size of cup **1320**.

[0341] Notably, at FIGS. **13**J-**13**N, computer system **600** expands interior-animation portion **1340***a* such that interior-animation portion **1340***a* only changes the appearance of buoy **1310** without changing the appearance of other portions of enlarged media representation **1104***a* (e.g., the wall). As illustrated in FIG. **13**J-**13**M, computer system **600** displays interior-animation portion **1340***a* between outside edge (or boundary) **1310***a* and inside edge (or boundary) **1310***b* of buoy **1310**. As illustrated in FIG. **13**J-**13**M, computer system **600** does not display interior-animation portion **1340***a* in the negative space within inside edge **1310***b* of buoy **1310** because the negative space is not a part of buoy **1310**. At FIG. **13**N, computer system **600** displays interior-animation portion **1340***a* with a different level of translucence because interior-animation portion **1340***a* has reached outside edge **1310***a* (e.g., for similar reasons and using one or more similar techniques as discussed above in relation to FIG. **13**E). FIGS. **13**O-**13**P illustrate an exemplary embodiment concerning how computer system **600** can display edge-animation portion **1340***b* in relation to buoy **1310**. At FIGS. **13**O-**13**P, computer system **600** displays edge-anima-

tion portion **1340***b* traveling around the perimeter and/or outside edge **1310***a* of buoy **1310** using one or more similar techniques as discussed above in relation to FIGS. **13**F-**13**I (e.g., including displaying controls options **1326** that includes copy control **626***a* and copy-subjects control **626***b* to provide options to perform with respective operations based on buoy **1310** instead of cup **1320**). At FIG. **13**P, computer system **600** detects tap input **1350***p* on a background portion of media representation **1104***a*. As illustrated in FIG. **13**O, in response to detecting tap input **1350***p*, computer system **600** ceases to display the animation with respect to buoy **1310** and does not display any other animation (e.g., for similar reasons as discussed above in relation to not displaying an animation when a subsequent input is detected at FIG. **13**I).

[0342] FIGS. **13**R-**13**T illustrate an exemplary embodiment concerning how computer system **690** can display an edge-animation portion for a detected object without displaying an interior-animation portion for the detected object. As illustrated in FIG. **13**R, computer system **690** displays enlarged media representation **1304***a*, which includes buoy **1310** and cup **1320**. As illustrated in FIG. **13**R, computer system **690** is displaying menu **656**, where menu **656** is being displayed because an input (e.g., a right click input) has been detected on buoy **1310**. At FIG. **13**R, computer system **690** detects movement of cursor **680**. As illustrated in FIG. **13**S, in response to detecting movement of cursor **680**, computer system **690** displays cursor **680** as being hovered over copy-subjects control **656***a*. At FIG. **13**S, computer system **690** detects that a hover input has been performed because cursor **680** has been hovered over copy-subjects control **656***a* for longer than a predetermined period of time (e.g., 0.2-3 seconds). At FIG. **13**T, in response to detecting that the hover input has been performed, computer system **690** displays an animation that includes edge-animation portion **1340***b* (e.g., that travels around the perimeter of buoy **1310**, using one or more similar techniques as described above in relation to FIGS. **13**O-**13**P) without including an interior animation portion (e.g., such as interior-animation portion **1340***a* of FIGS. **13**J-**13**N). At FIG. **13**T, in response to detecting the hover input has been performed, computer system **690** also does not generate a haptic (and/or audio) output. Looking back at tap input **1350***a* of FIG. **13**A (and input **1350***i***3** of FIG. **13**I), computer system **600** generated a haptic output in response to detecting tap input **1350***a* because a determination was made that tap input **1350***a* was a directed input, whereas computer system **690** does not generate a haptic output at FIG. **13**T because a determination is made that the hover input was not a direct input (or was an indirect input). Likewise, computer system **600** displays an animation that includes interior-animation portion **1340***a* and edge-animation portion **1340***b* because input **1350***a* of FIG. **13**A (and input **1350***i***3** of FIG. **13**I) was determined to be a directed input, and computer system **690** displays an animation that includes edge-animation portion **1340***b* and does not include interior-animation portion **1340***a* because a determination is made that the hover input was not a direct input. Thus, in some embodiments, a computer system can display animations differently and/or forgo displaying different portions of the animation for a detected object based on the type of input that was detected (e.g., direct input vs. indirect input). In some embodiments, a direct input is a touch input on a touch-sensitive display (e.g., on a detected object) and/or an input that is not detected with a separate input device such as a trackpad, mouse, keyboard, or a camera). In some embodiments, edge-animation portion **1340***b* is displayed when cursor **1380** is hovering over a menu control that is different from copy subject control **656***a* (e.g., such as a remove background control, a copy control, and/or an emphasize subjects control). In some embodiments, edge-animation portion **1340***b* is not displayed when cursor **1380** is hovering over one or more other menu item controls (e.g., such as an open control and/or a move-to-trash control). In some embodiments, a computer system can display animations differently and/or forgo displaying different portions of the animation for a detected object based on the type of computer system that detected the input (e.g., smartwatch vs. personal computer, phone vs. laptop, laptop vs. tablet, and/or tablet vs. phone) While FIGS. **13**R-**13**S are described above as an exemplary embodiment concerning how computer system **600** can display an edge-animation portion for a detected object without displaying an interior-animation portion for the detected object, it should be understood that an embodiment concerning computer system **600** displaying an interior-animation portion for a detected object without displaying an edge-animation portion for a detected object can also be anticipated in view of the discussion above.

[0343] FIG. **14** is a flow diagram illustrating methods of providing one or more animations for detected objects in a media representation in accordance with some embodiments. Method **1400** is performed at a computer system (e.g., **600**) (e.g., a smartphone, a desktop computer, a laptop, a tablet, or a head mounted device (e.g., a head mounted augmented reality and/or extended reality device)) that is in communication with a display generation component (e.g., a display controller, a touch-sensitive display system, and/or a head mounted display system): In some embodiments, the computer system is in communication with one or more input devices and/or output devices (e.g., one or more touch-sensitive surfaces, cameras, gyroscopes, and/or accelerometers). Some operations in method **1400** are, optionally, combined, the orders of some operations are, optionally, changed, and some operations are, optionally, omitted.

[0344] As described below, method **1400** provides an intuitive way for providing one or more animations for detected objects in a media representation. The method reduces the cognitive burden on a user for identifying detected objects in a media representation, thereby creating a more efficient human-machine interface. For battery-operated computing devices, enabling a user to identify a detected object faster and more efficiently conserves power and increases the time between battery charges.

[0345] While displaying, via the display generation component, a representation (e.g., **1304***a*) (e.g., a visual representation) (e.g., a representation of previously captured and/or concurrently saved media item or a representation a current of the field-of-view of one or more cameras) of visual content (e.g., visual content of a media item (e.g., a photo, a video, and/or an animated series of images) that includes a first portion (e.g., a foreground portion and/or a portion with one or more subjects) and a second portion (e.g., a background portion, one or portions of the media that surround the subject and/or the body of the subject, one or more portions of the representation of the media that are not the subject, and/or one or more portions of the representation of the media different from and/or separate from the subject), the computer system detects (**1402**) (e.g., via one or

more inputs devices) an input (e.g., **1350***a*, **1350***i***3**, and/or **1380** as described in relation to FIGS. **13**S-**13**T) (e.g., a dragging input, a long-press input, and/or a press-and-hold input and/or in some embodiments, a tap input, a mouse click, a mouse click followed by a hover input, an air gesture, and/or a voice input) directed to (e.g., a location in) the first portion (e.g., **1310** and/or **1320**) of the representation (e.g., **1304***a*) of the visual content. In some embodiments, the second portion is the background of the first portion. In some embodiments, the location in the visual content is not in the first portion of the representation of the visual content. In some embodiments, the location in the visual content is in the first portion of the representation of the visual content. In some embodiments, the location in the visual content is in the first portion and the second portion of the representation of the visual content (e.g., where the first portion is overlaid on and/or is surrounded by the second portion of the representation of the visual content).

[0346] In response to detecting the input (e.g., **1350***a*, **1350***i***3**, and/or **1380** as described in relation to FIGS. **13**S-**13**T) directed (e.g., a location in) to the first portion of the representation of the visual content and in accordance with a determination that the first portion of the representation of the visual content includes a detected (e.g., an object that is automatically detected in and/or segmented from the visual content of a captured media item) foreground object (e.g., **1310** and/or **1320**) (e.g., a person, an animal (e.g., a dog, cat, and/or frog), a plant, a flower, and/or an object) (e.g., not a user interface element and/or a part of content and/or user interface elements that are overlaid on and/or submerged under the representation of the visual content) that is represented in (e.g., that is captured in a media item that corresponds to the visual content and/or that is a part of the visual content and/or the media item that corresponds to the visual content) the visual content, the computer system displays (**1404**), via the display generation component, an animation (e.g., concurrently with the representation of the visual content) (e.g., an animation that changes the appearance of the detected foreground object (e.g., while the input is being detected)), including: during a first period of time while displaying the animation, displaying (**1406**), via the display generation component, a first portion (e.g., **1340***b*) of the animation at a location that corresponds to the detected foreground object, wherein displaying the first portion of the animation includes emphasizing (e.g., highlighting, bolding, changing the color of, and/or increasing the size of) a detected (e.g., automatically detected and/or segmented) boundary (e.g., **1310***a*, **1320***a*, and/or **1320***b*) (e.g., an edge, a perimeter, and/or an outside edge and/or boundary) of the detected foreground object (e.g., where the computer system highlights one or more portions of the boundary while ceasing to highlight other portions of the boundary (e.g., highlighting travels around the boundary)) during the first period of time (e.g., without emphasizing an inner portion (e.g., a portion that is inside of the detected boundary) of the foreground object). In some embodiments, as a part of displaying the animation, the computer system, during a second period of time while displaying the animation, displays, via the display generation component, a second portion of the animation is displayed at a location that corresponds to (e.g., changes and/or obstructs) at least a portion of the foreground object. In some embodiments, the second portion of the animation does not include displaying the detected boundary of the foreground object being highlight during the first period of time. In some embodiments, displaying the second period of time occurs after the first period of time. In some embodiments, in response to detecting the input directed (e.g., a location in) to the first portion of the representation of the visual content and in accordance with a determination that the first portion of the representation of the visual content does not include a detected foreground object that is represented in the visual content (e.g., a person, an animal (e.g., a dog, cat, and/or frog), a plant, a flower, and/or an object), the computer system does not display the animation and/or displays the representation of the visual content without displaying the animation. In some embodiments, the animation does not change and/or obstruct the second portion. In some embodiments, the detected boundary is an external boundary and not an internal boundary. In some embodiments, emphasizing the detected boundary of the foreground object during the first period of time includes emphasizing an external boundary (e.g., outside of a donut) of the foreground object without emphasizing an internal boundary (e.g., inside of a donut hole) of the foreground object. Displaying the animation that includes the first portion of the animation in response to detecting the input directed to the first portion of the representation of the visual content provides a user with control to display an animation for a particular foreground object and provides visual feedback that the foreground object has been selected, including visual feedback concerning the boundary of the foreground object, which provides additional control options without cluttering the user interface with additional displayed controls and provides improved visual feedback.

[0347] In some embodiments, as a part of emphasizing the detected boundary (e.g., **1310***a*, **1320***a*, and/or **1320***b*) of the detected foreground object (e.g., **1310** and/or **1320**) the computer system changes an appearance of at least a first portion of the detected boundary from a first visual appearance to a second visual appearance. Displaying the animation that includes changing an appearance of at least a first portion of the detected boundary from a first appearance to a second appearance provides a user with control to display an animation for a particular foreground object and provides visual feedback that the foreground object has been selected, which provides additional control options without cluttering the user interface with additional displayed controls and provides improved visual feedback.

[0348] In some embodiments, as a part of emphasizing the detected boundary (e.g., **1310***a*, **1320***a*, and/or **1320***b*) of the detected foreground object (e.g., **1310** and/or **1320**) the computer system displays, via the display generation component, an indication (e.g., **1340***b*) (e.g., a light, a highlighting, an object, and/or a visual representation) that travels around at least a fourth portion of the detected boundary (and/or the entirety of the detected boundary). Displaying the animation that includes displaying an indication that travels around at least a fourth portion of the detected boundary provides a user with control to display an animation for a particular foreground object and provides visual feedback that the foreground object has been selected, which provides additional control options without cluttering the user interface with additional displayed controls and provides improved visual feedback.

[0349] In some embodiments, the detected boundary (e.g., **1310***a*, **1320***a*, and/or **1320***b*) includes a second portion and a third portion that are (e.g., are both) displayed with a third

visual appearance (e.g., a color, a highlighting, a bolding, and/or a texture) before the computer system detects the input (e.g., **1350***a*, **1350***i***3**, and/or **1380** as described in relation to FIGS. **13**S-**13**T) directed to the first portion (e.g., **1310** and/or **1320**) of the representation of the visual content. In some embodiments, as a part of emphasizing the detected boundary (e.g., **1310***a*, **1320***a*, and/or **1320***b*) of the detected foreground object, at a first time, during the first period of time while displaying the animation, the computer system displays, via the display generation component, the second portion of the boundary (e.g., **1310***a*, **1320***a*, and/or **1320***b*) with a fourth visual appearance while displaying the third portion of the boundary with the third visual appearance, wherein the fourth visual appearance is different from the third visual appearance. In some embodiments, as a part of emphasizing the detected boundary (e.g., **1310***a*, **1320***a*, and/or **1320***b*) of the detected foreground object, at a second time, during the first period of time while displaying the animation, the computer system displays, via the display generation component, the second portion of the boundary (e.g., **1310***a*, **1320***a*, and/or **1320***b*) with the fourth visual appearance while displaying the third portion of the boundary with the third visual appearance. In some embodiments, the second portion includes a subset of the third portion and includes a subset that is not in the third portion. In some embodiments, the second portion is next to and/or adjacent to the third portion.

[0350] In some embodiments, the animation (e.g., **1340***a* and/or **1340***b*) is displayed within (or less than) a period of time (e.g., 0.1-1 seconds) (e.g., immediately after (e.g., abruptly after)) after detecting the input (e.g., **1350***a*, **1350***i***3**, and/or **1380** as described in relation to FIGS. **13**S-**13**T) directed to the first portion (e.g., **1310** and/or **1320**) of the representation of the visual content. Displaying the animation within (or less than) a period of time after detecting the input directed to the first portion of the representation of the visual content provides a user with control to display the animation that the foreground object has been selected, which provides additional control options without cluttering the user interface with additional displayed controls and provides improved visual feedback.

[0351] In some embodiments, while displaying at least a portion of the animation, the computer system detects a subsequent input and in response to detecting the subsequent input (e.g., **1350***i***1**, **1350***i***2**, and/or **1350***p*), the computer system ceases to display the animation (e.g., **1340***a* and/or **1340***b*). Continuing to display the animation in accordance with a determination that a respective input is detected while displaying the animation and ceasing to display the animation in accordance with a determination that the respective input is not detected while displaying the animation provides the user with control over how long the animation is displayed and provides visual feedback concerning whether the foreground object has or has not remained selected, which provides additional control options without cluttering the user interface with additional displayed controls and provides improved visual feedback.

[0352] In some embodiments, displaying the animation (e.g., **1340***a* and/or **1340***b*) includes: in accordance with a determination that the detected boundary (e.g., **1310**) is a first shape, displaying, via the display generation component, a first animation (e.g., **1340***a* and/or **1340***b* on **1310**) (e.g., an animation that expands over a second shape and/or moves along a second path) (e.g., without displaying the second animation) and in accordance with a determination that the detected boundary (e.g., **1320**) is a second shape that is different from the first shape, displaying, via the display generation component, a second animation (e.g., **1340***a* and/or **1340***b* on **1320**) (e.g., an animation that expands over a second shape and/or moves along a second path) that is different from the first animation (e.g., without displaying the first animation).

[0353] In some embodiments, while displaying the animation (e.g., **1340***a* and/or **1340***b*) (e.g., during the first period of time (or another period of time)), the computer system provides non-visual feedback that corresponds to the input (e.g., **1350***a*, **1350***i***3**, and/or **1380** as described in relation to FIGS. **13**S-**13**T) directed to the first portion (e.g., **1310** and/or **1320**) of the representation of the visual content (e.g., haptic feedback and/or audio feedback). In some embodiments, the computer system provides first non-visual feedback while displaying the first portion of the animation and provides second non-visual feedback while displaying another portion of the animation, where the first non-visual feedback is different from (e.g., has a different vibration and/or tone) the second non-visual feedback. Providing non-visual feedback during the first period of time while displaying the animation provides feedback that the animation is being displayed and/or that the foreground object has been selected, which provides improved feedback.

[0354] In some embodiments, in response to detecting the input (e.g., **1350***a*, **1350***i***3**, and/or **1380** as described in relation to FIGS. **13**S-**13**T) directed to the first portion (e.g., **1310** and/or **1320**) of the representation of the visual content and in accordance with a determination that the first portion of the representation of the visual content does not include the detected foreground object that is represented in the visual content, the computer system forgoes displaying, via the display generation component, the animation (e.g., as described above in relation to FIGS. **13**A-**13**Q) (e.g., irrespective of whether a different portion of the representation includes a different detected foreground object) (e.g., and/or any animation) (e.g., while continuing to display the representation). In some embodiments, in response to detecting the input directed to the first portion of the representation of the visual content and in accordance with a determination that a respective portion of the representation of the visual content includes a different detected foreground object that is represented in the visual content, the computer system does not display the animation. Choosing not to display, via the display generation component, the animation when prescribed conditions are met allows the computer system to choose not to display the animation and/or to not provide feedback that a respective foreground object is selected when the input was not directed to the respective foreground object, which performs an operation when a set of conditions has been met without requiring further user input.

[0355] In some embodiments, as a part of displaying the animation (e.g., **1340***a* and/or **1340***b*) during a second period of time while displaying the animation, the computer system displays, via the display generation component, a second portion (e.g., **1340***a*) of the animation at a second location that corresponds to the detected foreground object, wherein displaying the second portion of the animation includes emphasizing an internal region (e.g., a region that is inside of the detected boundary and/or a middle region of the detected foreground object) of the detected foreground object during the second period of time, wherein the second

period of time is different from the first period of time. In some embodiments, the second period of time is after the first period of time. In some embodiments, the second period of time is before the first period of time. In some embodiments, the second period of time is outside of the first period of time. Displaying a second portion of the animation at a second location that corresponds to the detected foreground object provides visual feedback that the foreground object has been selected, including feedback of the internal region of the detected foreground object, which provides additional control options without cluttering the user interface with additional displayed controls and provides improved visual feedback.

[0356] In some embodiments, at least a portion (or all) of the second portion (e.g., **1340***a*) of the animation is displayed before the first portion (e.g., **1340***b*) of the animation starts. In some embodiments, the first portion of the animation is displayed before the second portion. In some embodiments, at least a subset of the portion of the animation is displayed before at least a subset the first portion of the animation. In some embodiments, the second portion of the animation ends before the portion of the animation, or vice-versa. In some embodiments, at least a subset of the portion of the animation is displayed concurrently with at least a subset the first portion of the animation.

[0357] In some embodiments, as a part of displaying the second portion (e.g., **1340***a*) of the animation, the computer system changes an appearance of at least a portion of the internal region of the detected foreground object (e.g., **1310** and/or **1320**) without extending outside of the detected boundary (e.g., **1310***a*, **1320***a*, and **1320***b*). In some embodiments, the second portion of the animation is not applied (e.g., does not change the appearance of) to any portion of the representation that is outside of the detected boundary of the detected foreground object. Changing an appearance of the internal region of the detected foreground object without extending outside of the detected boundary as a part of displaying the second portion of the animation provides feedback that the detected foreground object is selected, including feedback about the internal region of the detected foreground object, which provides improved visual feedback.

[0358] In some embodiments, a negative space (e.g., as discussed in relation to FIGS. **13**K-**13**N) (e.g., cut-out areas where the background of the representation is visible) (e.g., a hole in a donut) is between (e.g., positioned inside of and/or with) portions of the internal region of the detected foreground object, and wherein emphasizing the internal region of the detected foreground object includes forgoing emphasizing the negative space between the portions of the internal region of the detected foreground object. Forgoing emphasizing the negative space between the portions of the internal region of the detected foreground object as a part of emphasizing the internal region of the detected foreground object provides feedback to the user that the negative space is not a part of the selected foreground object and/or the internal region of the foreground object, which provides improved visual feedback.

[0359] In some embodiments, as a part of emphasizing the internal region of the detected foreground object the computer system expands (e.g., increasing the size of) a translucent user interface object (e.g., **1340***a*) (and/or a translucent region and/or plane) (and/or one or more translucent user interface objects) over at least a portion of the internal region. Expanding a translucent user interface object over the internal region provides feedback that the detected foreground object is selected, including feedback about the internal region of the detected foreground object, which provides improved visual feedback.

[0360] In some embodiments, the translucent user interface object (e.g., **1340***a*) includes a respective edge that is brighter than an internal portion of the translucent user interface object (and/or a second edge that is different from the first edge), and wherein expanding the translucent user interface object over the internal region includes moving the respective edge towards the boundary. Moving the respective edge that is brighter than an internal portion of the translucent user interface object as a part of expanding the translucent user interface object over the internal region provides feedback that the detected foreground object is selected, including feedback about the internal region of the detected foreground object, which provides improved visual feedback.

[0361] In some embodiments, as a part of expanding the translucent user interface object over the internal region: in accordance with a determination that the translucent user interface object has been expanded to be within (e.g., and/or an edge of the translucent user interface object is within) a predetermined distance (e.g., 0-300 mm) from the detected boundary, the computer system displays, via the display generation component, the translucent user interface object (e.g., **1340***a*) with a first amount of translucence and in accordance with a determination that the translucent user interface object has not been expanded to be within (e.g., and/or an edge of the translucent user interface object is not within) the predetermined distance from the detected boundary, the computer system displays, via the display generation component, the translucent user interface object (e.g., **1340***a*) with a second amount of translucence that is greater than (e.g., more than) the first amount of translucence. In some embodiments, as the translucent user interface object approaches the detected boundary, the computer system increases the translucence of the translucent user interface object (and/or at least a portion of the translucent user interface object). Displaying, via the display generation component, the translucent user interface object with a second amount of translucence that is greater than the first amount of translucence in accordance with a determination that the translucent user interface object has not been expanded to be within the predetermined distance from the detected boundary provides the user with feedback concerning the end of the second portion of the animation.

[0362] In some embodiments, as a part of displaying the second portion (e.g., **1340***a*) of the animation at the second location that corresponds to the detected foreground object (e.g., **1310** and/or **1320**): in accordance with a determination that the input (e.g., **1350***a*, **1350***i***3**, and/or **1380** as described in relation to FIGS. **13**S-**13**T) directed to the first portion (e.g., **1310** and/or **1320**) of the representation of the visual content was detected at a third location, the computer system starts to display (e.g., starting expansion of a translucent object) of the second portion of the animation at a location that corresponds to the third location and in accordance with a determination that the input (e.g., **1350***a*, **1350***i***3**, and/or **1380** as described in relation to FIGS. **13**S-**13**T) directed to the first portion of the representation of the visual content was detected at a fourth location that is different from the third location, the computer system starts to display (e.g.,

starting expansion of a translucent object) of the second portion of the animation at a location that corresponds to the fourth location, wherein the location that corresponds to the fourth location is different from the location that corresponds to the third location. Starting display of the second portion of the animation at a location that corresponds to the location of the input gives the user control over how the animation is displayed and provides feedback to the user concerning the location at which the input was detected, which provides additional control options without cluttering the user interface with additional displayed controls and provides improved visual feedback.

[0363] In some embodiments, in accordance with a determination that the detected foreground object (e.g., **1310** and/or **1320**) is a first size (and/or the internal region is a first size), the second portion (e.g., **1340***a*) of the animation (e.g., **1340***a* and/or **1340***b*) (and/or, in some embodiments, speed of first animation) is displayed (and/or the expansion of the translucent object occurs) at a first speed and in accordance with a determination that the detected foreground object is a second size (and/or the internal region is a second size) that is different from the first size, the second portion of the animation (and/or, in some embodiments, speed of first animation) is displayed (and/or the expansion of the translucent object occurs) at a second speed that is different from the first speed. In some embodiments, when the second size is greater than the first size, the second speed is faster than the first speed (e.g., faster animation for larger object and, in some embodiments, the difference in speed has a non-linear relationship with the change in size of the object). In some embodiments, when the second size is greater than the first size, the second speed is slower than the first speed (e.g., slower animation for larger object and, in some embodiments, the difference in speed has a non-linear relationship with the change in size of the object). In some embodiments, when the second size is less than the first size, the second speed is slower than (and/or not faster) the first speed. Displaying the second portion of the animation with a speed that is based on the size of the foreground object allows the computer system to automatically control the speed at which animation is displayed for different sized foreground objects, which performs an operation when a set of conditions has been met without requiring further user input.

[0364] In some embodiments, the first portion includes the detected foreground object (e.g., **1310** and/or **1320**) and a second detected foreground object that is different from the detected foreground object. In some embodiments, after displaying the animation (e.g., **1340***a* and/or **1340***b*), the computer system detects a second input (e.g., **1350***a* and/or **1350***i***3**) (e.g., a dragging input, a long-press input, and/or a press-and-hold input and/or in some embodiments, a tap input, a mouse click, a mouse click followed by a hover input, an air gesture, and/or a voice input) directed to the first portion (e.g., **1310** and/or **1320**) of the representation of the visual content. In some embodiments, in response to detecting the second input (or the input) directed to the first portion of the representation of the visual content: in accordance with a determination that the second input is directed to the second detected foreground object (and not directed to the detected foreground object), the computer system displays, via the display generation component, a third animation that changes a displayed appearance of the detected second foreground object without changing a displayed appearance of the first foreground object and in accordance with a determination that the second input is directed to the detected foreground object (and not directed to the second detected foreground object), the computer system displays the animation without displaying the third animation. In some embodiments, displaying the third animation includes, during the first period of time while displaying the third animation, displaying, via the display generation component, a first portion of the third animation at a location that corresponds to the second detected foreground object, where displaying the first portion of the third animation includes emphasizing a detected boundary of the second detected foreground object during the first period of time while displaying the third animation. In some embodiments, displaying the third animation includes, during a second period of time while displaying the third animation, displaying, via the display generation component, a second portion of the third animation at a second location that corresponds to the second detected foreground object, where displaying the second portion of the third animation includes emphasizing an internal region (e.g., a region that is inside of the detected boundary and/or a middle region of the detected foreground object) of the second detected foreground object during the second period of time while displaying the third animation, where the second period of time while displaying the third animation is different from the first period of time while displaying the third animation. Choosing to display the animation or the third animation the foreground object to which the second input was directed provides the user with control to choose between selecting different foreground objects based on input and provides the user with visual feedback concerning which foreground object was selected via the second input, which provides additional control options without cluttering the user interface with additional displayed controls and provides improved visual feedback.

[0365] In some embodiments, in accordance with a determination that the detected second foreground object (e.g., **1310** and/or **1320**) is bigger than the detected foreground object (e.g., **1310** and/or **1320**), the time to cycle through (e.g., loop through one time and/or display the animation before repeating the animation) the third animation is longer than the time to cycle through the animation and in accordance with a determination that the detected second foreground object is smaller than the detected foreground object, the time to cycle through the animation is longer than the time to cycle through the third animation. Having a time to cycle an animation for a larger object be longer than the time to cycle through a smaller object provides the user with feedback concerning the size of a foreground object.

[0366] In some embodiments, in accordance with a determination that the detected second foreground object (e.g., **1310** and/or **1320**) is bigger than the detected foreground object, a speed of the third animation is greater than a speed of the animation and in accordance with a determination that the detected second foreground object (e.g., **1310** and/or **1320**) is smaller than the detected foreground object, the speed of the third animation is less than the speed of the animation. Having a speed of the animation be faster for a larger object be faster than the speed of the animation for a larger object provides the user with feedback concerning the size of a foreground object.

[0367] In some embodiments, the input (e.g., **1350***a*, **1350***i***3**, and/or **1380** as described in relation to FIGS. **13**S-**13**T) directed to the first portion (e.g., **1310** and/or **1320**) of the representation of the visual content is a direct

input (e.g., a touch input on a touch-sensitive display at a location corresponding to the representation of the visual content or another input detected on the display generation component). Displaying the animation that includes the first portion of the animation in response to detecting a direct input that is directed to the first portion of the representation of the visual content provides a user with control to display an animation for a particular foreground object and provides visual feedback that the foreground object has been selected, including visual feedback concerning the boundary of the foreground object, which provides additional control options without cluttering the user interface with additional displayed controls and provides improved visual feedback.

[0368] In some embodiments, the input (e.g., **1350***a*, **1350***i***3**, and/or **1380** as described in relation to FIGS. **13**S-**13**T) directed to the first portion (e.g., **1310** and/or **1320**) of the representation of the visual content is an indirect input (e.g., a selection input that is detected with a separate input device such as a trackpad, mouse, keyboard, or hand tracking device, while an indication of user intent such as a cursor or gaze is directed to the location corresponding to the representation of the visual content or another input that is not detected on the display generation component). Displaying the animation that includes the first portion of the animation in response to detecting an indirect input that is directed to the first portion of the representation of the visual content provides a user with control to display an animation for a particular foreground object and provides visual feedback that the foreground object has been selected, including visual feedback concerning the boundary of the foreground object, which provides additional control options without cluttering the user interface with additional displayed controls and provides improved visual feedback.

[0369] In some embodiments, as a part of displaying the animation: in accordance with a determination that the input (e.g., **1350***a*, **1350***i***3**, and/or **1380** as described in relation to FIGS. **13**S-**13**T) directed to the first portion (e.g., **1310** and/or **1320**) of the representation of the visual content is a direct input, the computer system displays, via the display generation component, the first portion (e.g., **1340***b*) of the animation and a respective portion (e.g., the second portion of the animation, as described above) of the animation that includes emphasizing an internal region of the detected foreground object and in accordance with a determination that the input (e.g., **1350***a*, **1350***i***3**, and/or **1380** as described in relation to FIGS. **13**S-**13**T) directed to the first portion of the representation of the visual content is an indirect input, the computer system displays, via the display generation component, the first of the animation without displaying the respective portion of the animation. Choosing whether to display the first portion of the animation and a respective portion of the animation or display the first of the animation without displaying the respective portion of the animation based on the type of input that is detected (e.g., direct and/or indirect) provides the user with feedback concerning the type of input that was detected and provides the user with more control over the portions of the animation that are displayed, which provides additional control options without cluttering the user interface with additional displayed controls and provides improved visual feedback.

[0370] In some embodiments, in accordance with a determination that the input (e.g., **1350***a*, **1350***i***3**, and/or **1380** as described in relation to FIGS. **13**S-**13**T) directed to the first portion (e.g., **1310** and/or **1320**) of the representation of the visual content is a direct input, the computer system provides a type of output (e.g., a haptic output and/or an audio output) and in accordance with a determination that the input directed to the first portion of the representation of the visual content is an indirect input, the computer system forgoes providing the type of output. Choosing whether or not to provide a type of input based on the type of input that is detected (e.g., direct and/or indirect) provides the user with feedback concerning the type of input that was detected and provides the user with more control over the portions of the animation that are displayed, which provides additional control options without cluttering the user interface with additional displayed controls and provides improved visual feedback.

[0371] In some embodiments, in response to detecting the input (e.g., **1350***a*, **1350***i***3**, and/or **1380** as described in relation to FIGS. **13**S-**13**T) directed to the first portion (e.g., **1310** and/or **1320**) of the representation of the visual content, the computer system automatically segments the detected foreground object from the second portion (e.g., a background portion) of the representation of the visual content. In some embodiments, determining that the first portion of the representation of the visual content includes the detected foreground object that is represented in the visual content includes automatically segmenting the detected foreground object from the second portion (e.g., a background portion) of the representation of the visual content.

[0372] In some embodiments, in response to detecting the input (e.g., **1350***a*, **1350***i***3**, and/or **1380** as described in relation to FIGS. **13**S-**13**T) directed to the first portion (e.g., **1310** and/or **1320**) of the representation of the visual content, the computer system displays, via the display generation component, one or more controls for performing one or more operations that correspond to the detected foreground object, wherein the one or more controls includes a first control for performing a first operation (e.g., copying/pasting, dragging/dropping, and/or saving the detected foreground with a removed background and with the second portion removed). In some embodiments, while displaying the one or more controls for performing one or more operations the computer system detects an input (e.g., **1350***i***1** and/or **1350***i***2**) (e.g., a tap input, dragging input, a long-press input, and/or a press-and-hold input and/or in some embodiments, a mouse click, a mouse click followed by a hover input, an air gesture, and/or a voice input) directed to the first control (e.g., **626***a* and/or **626***b*) for performing the first operation. In some embodiments, in response to detecting the input directed to the first control for performing the first operation, the computer system performs the first operation using the detected foreground object (e.g., without using another foreground object). Performing the first operation using the detected foreground object in response to detecting the input directed to the first control for performing the first operation provides the user with additional control options corresponding to the detected foreground object, which provides additional control options without cluttering the user interface with additional displayed controls and provides improved visual feedback.

[0373] In some embodiments, the one or more controls for performing the one or more operations includes a second control (e.g., **626***a* and/or **626***b*) for performing a second operation (e.g., copying/pasting, dragging/dropping, and/or saving the detected foreground with a removed background

and with the second portion removed) that is different from the first operation. In some embodiments, while displaying the one or more controls for performing one or more operations, the computer system detects an input (e.g., **1350***i***1** and/or **1350***i***2**) (e.g., a tap input, a dragging input, a long-press input, and/or a press-and-hold input and/or in some embodiments, a mouse click, a mouse click followed by a hover input, an air gesture, and/or a voice input) directed to the second control for performing the second operation (e.g., as described above methods **700** and **800** (e.g., copying a subject and/or copying a subject without a background)). In some embodiments, in response to detecting the input directed to the second control for performing the second operation, the computer system performs the second operation using the detected foreground object (e.g., without using another foreground object) operation (e.g., as described above methods **700** and **800** (e.g., copying a subject and/or copying a subject without a background)). Performing the second operation using the detected foreground object in response to detecting the input directed to the first control for performing the first operation provides the user with additional control options corresponding to the detected foreground object, which provides additional control options without cluttering the user interface with additional displayed controls and provides improved visual feedback.

[0374] Note that details of the processes described above with respect to method **1400** (e.g., FIG. **14**) are also applicable in an analogous manner to the methods described above. For example, method **1400** optionally includes one or more of the characteristics of the various methods described above with reference to methods **700** and **800**. For example, method **1400** can be used display animations for detected objects that have been selected to perform one or more processes involving the detected object based on methods **700** and **800**. For brevity, these details are not repeated below.

[0375] The foregoing description, for purpose of explanation, has been described with reference to specific embodiments. However, the illustrative discussions above are not intended to be exhaustive or to limit the invention to the precise forms disclosed. Many modifications and variations are possible in view of the above teachings. The embodiments were chosen and described in order to best explain the principles of the techniques and their practical applications. Others skilled in the art are thereby enabled to best utilize the techniques and various embodiments with various modifications as are suited to the particular use contemplated.

[0376] Although the disclosure and examples have been fully described with reference to the accompanying drawings, it is to be noted that various changes and modifications will become apparent to those skilled in the art. Such changes and modifications are to be understood as being included within the scope of the disclosure and examples as defined by the claims.

[0377] As described above, one aspect of the present technology is the gathering and use of data available from various sources to improve the management of media representations, including identifying various subjects and/or objects in media representations. The present disclosure contemplates that in some instances, this gathered data may include personal information data that uniquely identifies or can be used to contact or locate a specific person. Such personal information data can include demographic data, location-based data, telephone numbers, email addresses, twitter IDs, home addresses, data or records relating to a user's health or level of fitness (e.g., vital signs measurements, medication information, exercise information), date of birth, or any other identifying or personal information.

[0378] The present disclosure recognizes that the use of such personal information data, in the present technology, can be used to the benefit of users. For example, the personal information data can be used to manage media representations, including identifying subjects and/or objects in the media representations that are of greater interest to the user. Accordingly, use of such personal information data enables users to have calculated control of the management of media representations. Further, other uses for personal information data that benefit the user are also contemplated by the present disclosure. For instance, health and fitness data may be used to provide insights into a user's general wellness or may be used as positive feedback to individuals using technology to pursue wellness goals.

[0379] The present disclosure contemplates that the entities responsible for the collection, analysis, disclosure, transfer, storage, or other use of such personal information data will comply with well-established privacy policies and/or privacy practices. In particular, such entities should implement and consistently use privacy policies and practices that are generally recognized as meeting or exceeding industry or governmental requirements for maintaining personal information data private and secure. Such policies should be easily accessible by users and should be updated as the collection and/or use of data changes. Personal information from users should be collected for legitimate and reasonable uses of the entity and not shared or sold outside of those legitimate uses. Further, such collection/sharing should occur after receiving the informed consent of the users. Additionally, such entities should consider taking any needed steps for safeguarding and securing access to such personal information data and ensuring that others with access to the personal information data adhere to their privacy policies and procedures. Further, such entities can subject themselves to evaluation by third parties to certify their adherence to widely accepted privacy policies and practices. In addition, policies and practices should be adapted for the particular types of personal information data being collected and/or accessed and adapted to applicable laws and standards, including jurisdiction-specific considerations. For instance, in the US, collection of or access to certain health data may be governed by federal and/or state laws, such as the Health Insurance Portability and Accountability Act (HIPAA); whereas health data in other countries may be subject to other regulations and policies and should be handled accordingly. Hence different privacy practices should be maintained for different personal data types in each country.

[0380] Despite the foregoing, the present disclosure also contemplates embodiments in which users selectively block the use of, or access to, personal information data. That is, the present disclosure contemplates that hardware and/or software elements can be provided to prevent or block access to such personal information data. For example, in the case of managing media representations, the present technology can be configured to allow users to select to "opt in" or "opt out" of participation in the collection of personal information data during registration for services or anytime thereafter. In another example, users can select not to

provide certain data, such as data used to identify subjects in media representations that are identified and/or collected from the users' devices (e.g., information associated with one or more contacts of a particular user). In addition to providing "opt in" and "opt out" options, the present disclosure contemplates providing notifications relating to the access or use of personal information. For instance, a user may be notified upon downloading an app that their personal information data will be accessed and then reminded again just before personal information data is accessed by the app.

[0381] Moreover, it is the intent of the present disclosure that personal information data should be managed and handled in a way to minimize risks of unintentional or unauthorized access or use. Risk can be minimized by limiting the collection of data and deleting data once it is no longer needed. In addition, and when applicable, including in certain health related applications, data de-identification can be used to protect a user's privacy. De-identification may be facilitated, when appropriate, by removing specific identifiers (e.g., date of birth, etc.), controlling the amount or specificity of data stored (e.g., collecting location data a city level rather than at an address level), controlling how data is stored (e.g., aggregating data across users), and/or other methods.

[0382] Therefore, although the present disclosure broadly covers use of personal information data to implement one or more various disclosed embodiments, the present disclosure also contemplates that the various embodiments can also be implemented without the need for accessing such personal information data. That is, the various embodiments of the present technology are not rendered inoperable due to the lack of all or a portion of such personal information data. For example, subjects and/or objects can be identified in media representations for users by inferring preferences based on non-personal information data or a bare minimum amount of personal information, such as the content being requested by the device associated with a user, other non-personal information available to the media representation management services, or publicly available information.

What is claimed is:

1. A computer system that is in communication with a display generation component, the computer system comprising, comprising:

one or more processors; and

memory storing one or more programs configured to be executed by the one or more processors, the one or more programs including instructions for:

while displaying, via the display generation component, a representation of visual content that includes a first portion and a second portion, detecting an input directed to the representation of the visual content; and

in response to detecting the input directed to the representation of the visual content and in accordance with a determination that the first portion includes a subject that is available to be copied, providing an indication that an operation can be performed to copy the subject without copying the second portion.

2. The computer system of claim **1**, wherein the input directed to the representation of the visual content is a press-and-hold input.

3. The computer system of claim **1**, wherein displaying the representation of the visual content includes displaying the subject at a first location and displaying the second portion at a second location, the method further comprising:

while detecting the input directed to the representation of the visual content, detecting movement of the input directed to the representation of the visual content; and

in response to detecting movement of the input directed to the representation of the visual content, moving display of the subject from the first location to a third location without moving display of the second portion from the second location.

4. The computer system of claim **3**, the one or more programs further including instructions for:

while detecting the input directed to the representation of the visual content and while displaying the subject at the third location, detecting an end of the input directed to the representation of the visual content; and

in response to detecting the end of the input directed to the representation of the visual content, displaying the subject at third location without displaying the second portion at the third location.

5. The computer system of claim **3**, wherein the representation of the visual content is displayed in a first application, and wherein the third location is in a second application that is different from the first application.

6. The computer system of claim **3**, wherein the representation of the visual content is displayed in a first area of a third application, and wherein the third location is in a second area of the third application that is different from the first area of the third application.

7. The computer system of claim **3**, wherein:

displaying the representation of the visual content includes displaying the subject at a first size in the representation of the visual content;

moving display of the subject from the first location to the third location includes moving a first user interface object that includes a first representation of the subject and does not include a first representation of the second portion; and

the representation of the subject in the first user interface object is displayed at a second size that is smaller than the first size.

8. The computer system of claim **3**, wherein:

displaying the representation of the visual content includes displaying the subject at a third size in the representation of the visual content; and

moving display of the subject from the first location to the third location includes moving a second user interface object that includes a second representation of the subject that is emphasized relative to a second representation of the second portion.

9. The computer system of claim **1**, wherein detecting the input directed to the representation of the visual content includes detecting a pointer activation event and detecting that a pointer is hovering over a third user interface object that, when selected, cause the computer system to copy the subject without copying the second portion.

10. The computer system of claim **9**, the one or more programs further including instructions for:

while detecting that the pointer is hovering over the third user interface object, detecting movement of the pointer away from the third user interface object; and

in response to detecting movement of the pointer away from the third user interface object, ceasing to display

the indication that the operation can be performed to copy the subject without copying the second portion.

11. The computer system of claim **1**, the one or more programs further including instructions for:

in response to detecting the input directed to the representation of the visual content, providing an indication that an operation can be performed to modify the representation of the visual content, such that the representation of the visual content includes the subject and does not include the second portion.

12. The computer system of claim **1**, wherein:

the first portion of the representation of visual content includes a first subject and a second subject; and

in accordance with a determination that the input directed to the representation of the visual content is directed to the first subject in the first portion, the indication that the operation can be performed to copy the subject without copying the second portion is an indication that the operation can be performed to copy the first subject without copying the second subject; and

in accordance with a determination that the input directed to the representation of the visual content is directed to the second subject, different from the first subject, in the first portion, the indication that the operation can be performed to copy the subject without copying the second portion is an indication that the operation can be performed to copy the second subject without copying the first subject.

13. The computer system of claim **1**, the one or more programs further including instructions for:

in response to detecting the input directed to the representation of the visual content and in accordance with a determination that the first portion is not a subject that is available to be copied, forgoing providing the indication that the operation can be performed to copy the subject without copying the second portion of the visual content.

14. The computer system of claim **1**, the one or more programs further including instructions for:

in response to detecting the input directed to the representation of the visual content and in accordance with a determination that the first portion of the representation of the visual content includes a third subject and a fourth subject that are available to be copied, providing an indication that an operation can be performed to copy the third subject and the fourth subject without copying the second portion of the visual content.

15. The computer system of claim **1**, wherein the representation of visual content is a representation of an image or a video.

16. A non-transitory computer-readable storage medium storing one or more programs configured to be executed by one or more processors of a computer system that is in communication with a display generation component, the one or more programs including instructions for:

while displaying, via the display generation component, a representation of visual content that includes a first portion and a second portion, detecting an input directed to the representation of the visual content; and

in response to detecting the input directed to the representation of the visual content and in accordance with a determination that the first portion includes a subject that is available to be copied, providing an indication that an operation can be performed to copy the subject without copying the second portion.

17. A method, comprising:

at a computer system that is in communication with a display generation component:

while displaying, via the display generation component, a representation of visual content that includes a first portion and a second portion, detecting an input directed to the representation of visual content; and

in response to detecting the input directed to the representation of the visual content and in accordance with a determination that the first portion includes a subject that is available to be copied, providing an indication that an operation can be performed to copy the subject without copying the second portion.

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