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(12) **United States Design Patent** (10) **Patent No.:** **US D765,125 S**  
**Minks-Brown et al.** (45) **Date of Patent:** **\*\* Aug. 30, 2016**

(54) **DISPLAY SCREEN WITH GRAPHICAL USER INTERFACE**

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(73) Assignee: **Sprint Spectrum L.P.**, Overland Park, KS (US)

How Bad User Interfaces Are Ruining Video Games And Other Wonderful Things, posted date May 29, 2012, kotaku.com.au, Copyright © 2007-2016, site visited Apr. 11, 2016, Available from Internet, <<http://www.kotaku.com.au/2012/05/how-bad-user-interfaces-are-ruining-video-games-and-other-wonderful-things/>>.\*

(\*\*) Term: **14 Years**

\* cited by examiner

(21) Appl. No.: **29/515,705**

(22) Filed: **Jan. 26, 2015**

*Primary Examiner* — Cathron Brooks

(51) **LOC (10) Cl.** ..... **14-04**

*Assistant Examiner* — Sharon S Oum

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

USPC ..... **D14/487**

(58) **Field of Classification Search**

USPC ..... D14/485–495

CPC ..... G06F 3/04847; G06F 1/1692

See application file for complete search history.

(57) **CLAIM**

The ornamental design for display screen with graphical user interface, as shown and described.

**DESCRIPTION**

(56) **References Cited**

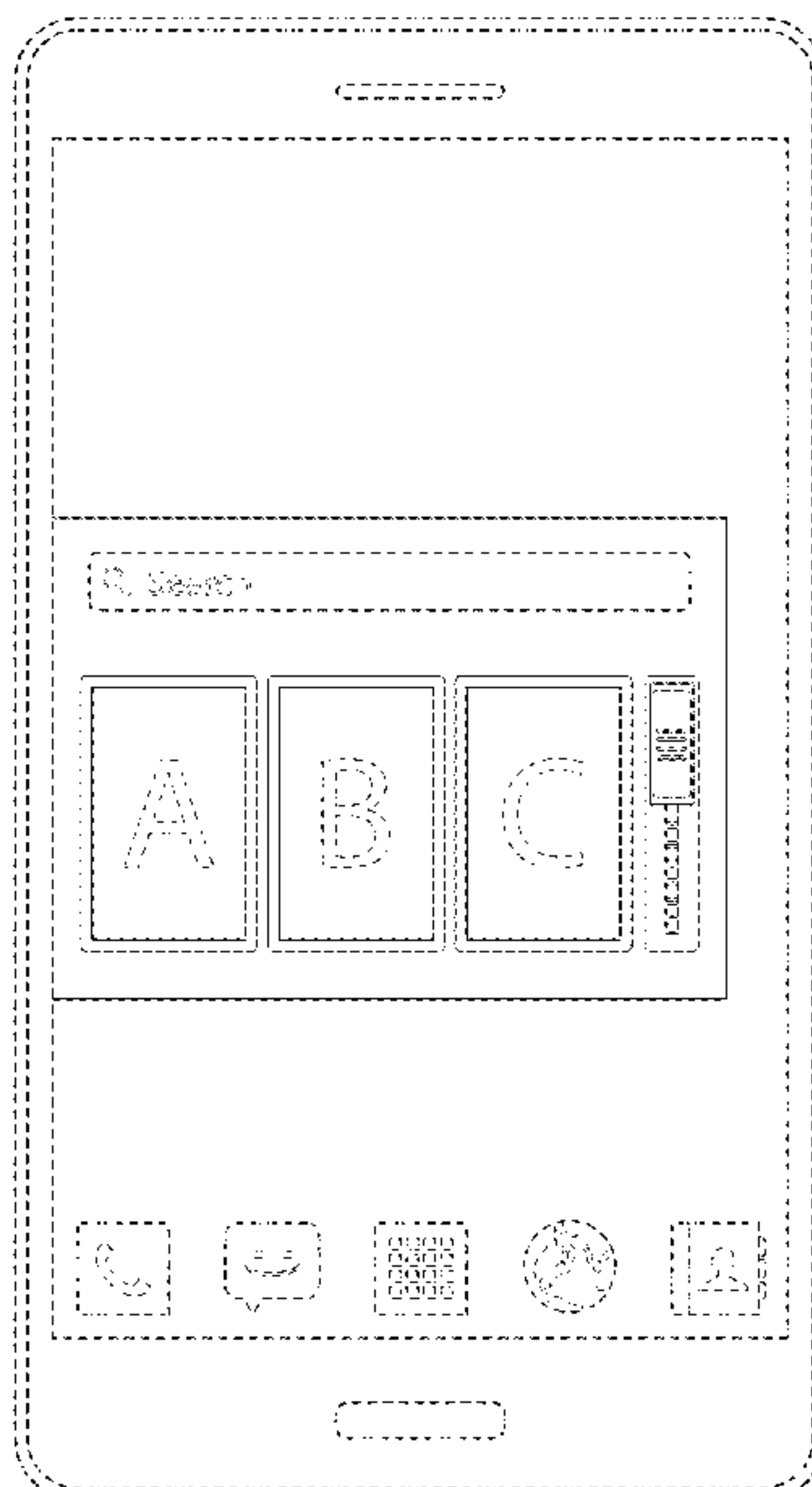
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FIG. 1 is an image of a first embodiment of a display screen with graphical user interface showing our new design; and, FIG. 2 is an image of a second embodiment of a display screen with graphical user interface showing our new design.

The broken line showing of a mobile device illustrates the environment of the article and forms no part of the claimed design. The remaining broken lines, showing a display screen and portions of the graphical user interface, form no part of the claimed design.

**1 Claim, 2 Drawing Sheets**



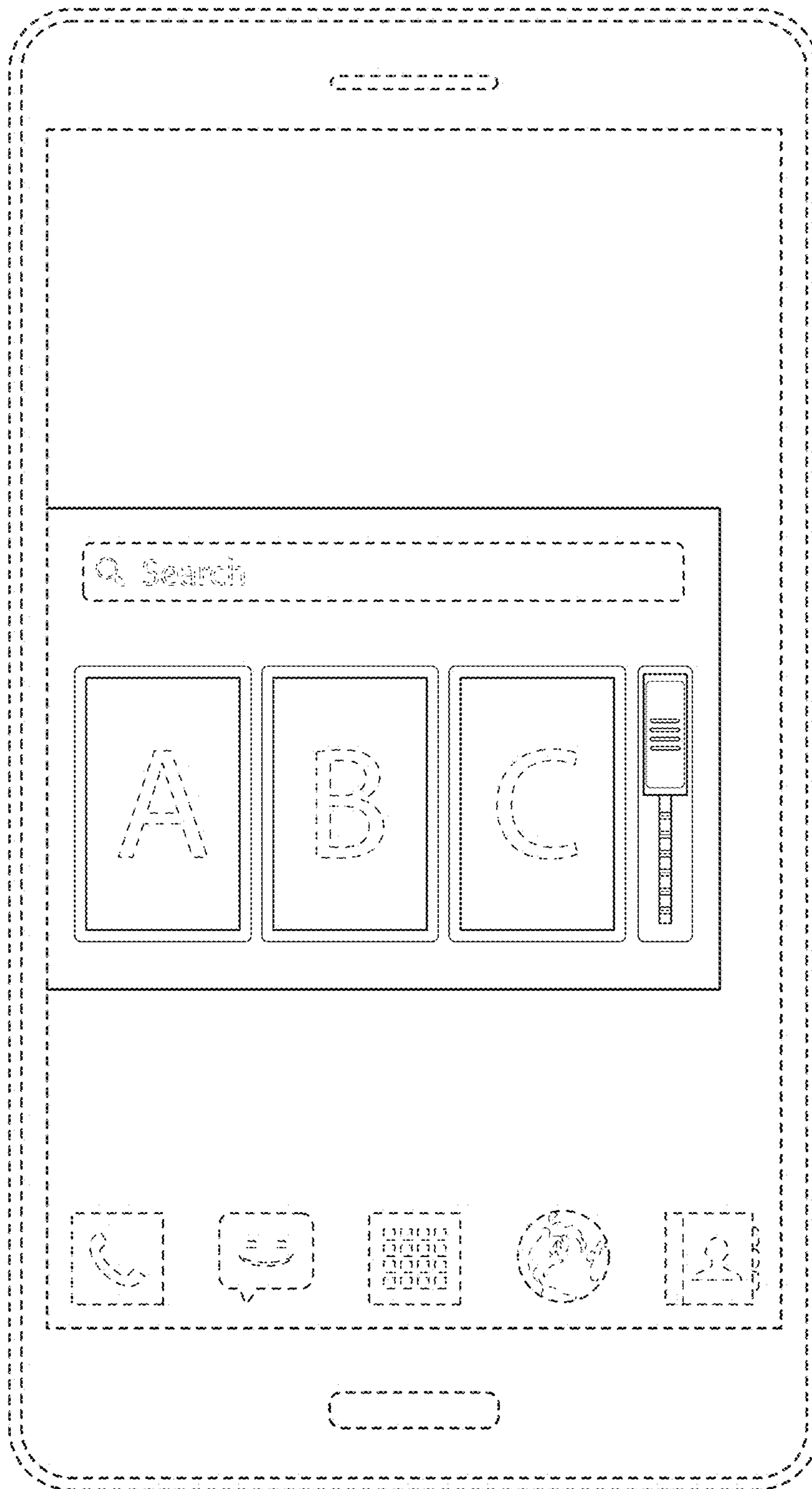


FIG. 1

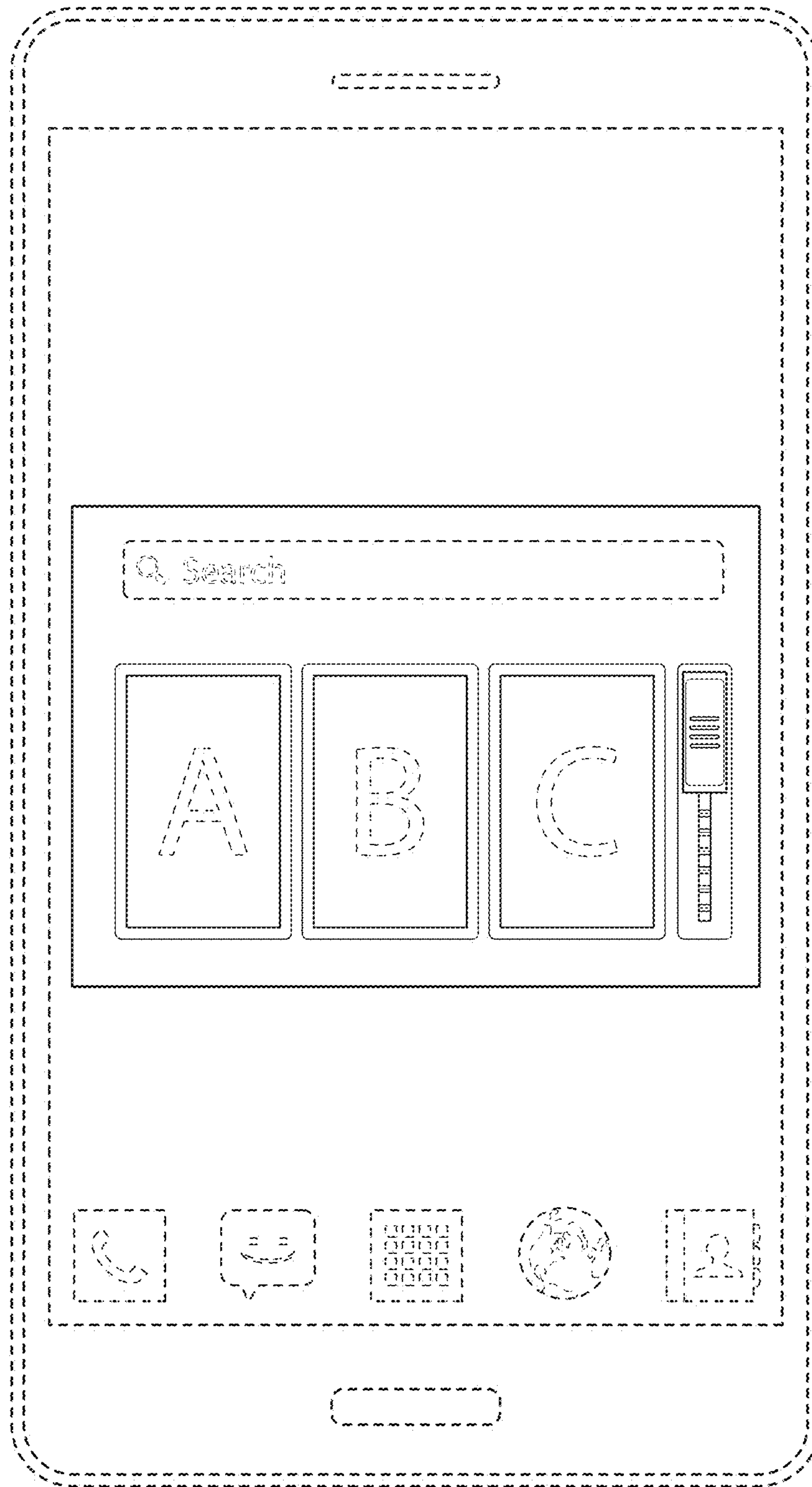


FIG. 2