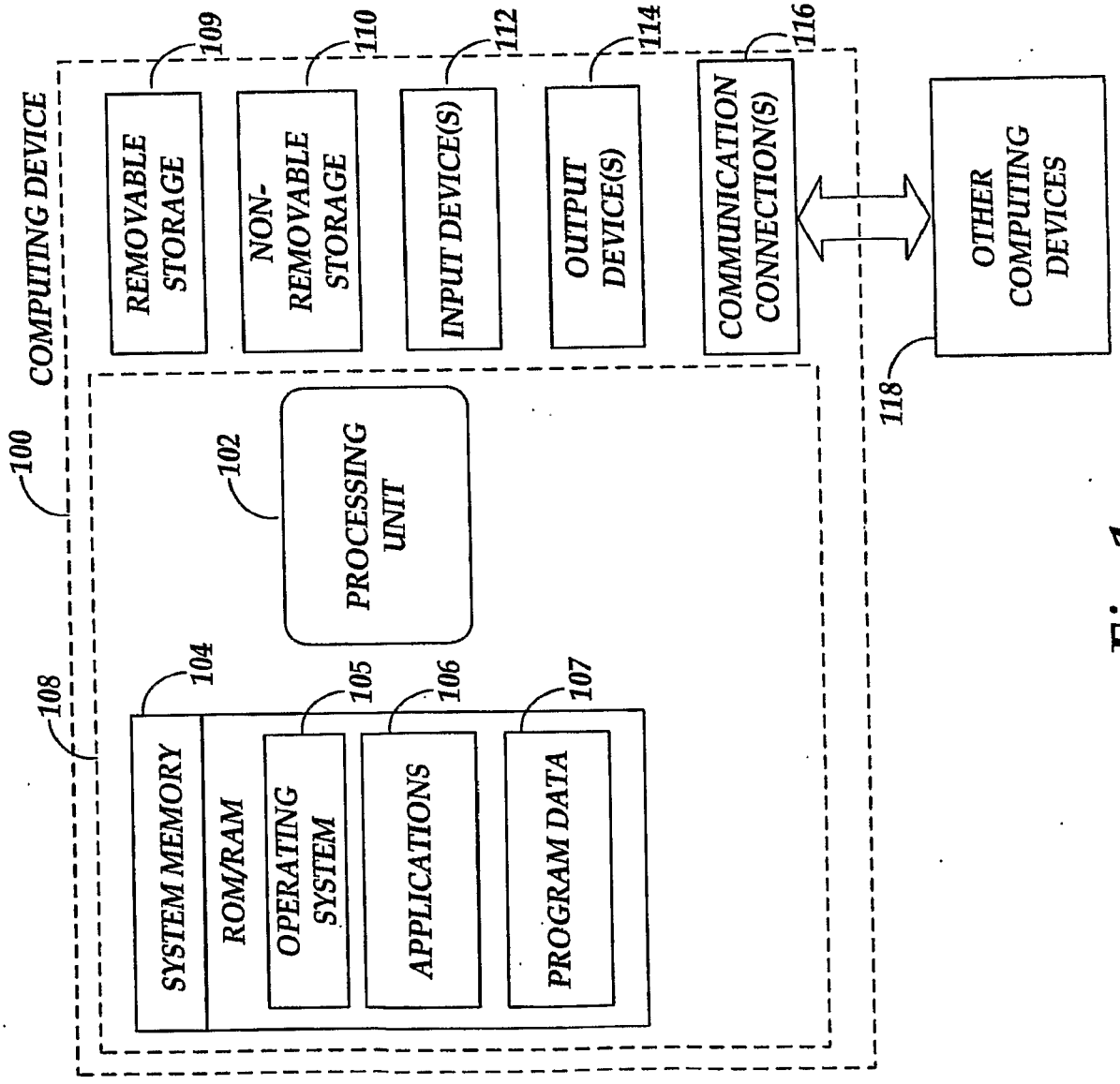

COMPUTING DEVICE
100
REMOVABLE STORAGE
109
NON-REMOVABLE STORAGE
110
INPUT DEVICE(S)
112
OUTPUT DEVICE(S)
114
COMMUNICATION CONNECTION(S)
116
OTHER COMPUTING DEVICES
118
PROCESSING UNIT
102
SYSTEM MEMORY
104
ROM/RAM
OPERATING SYSTEM
105
APPLICATIONS
106
PROGRAM DATA
107
108

Fig. 1



Fig. 2

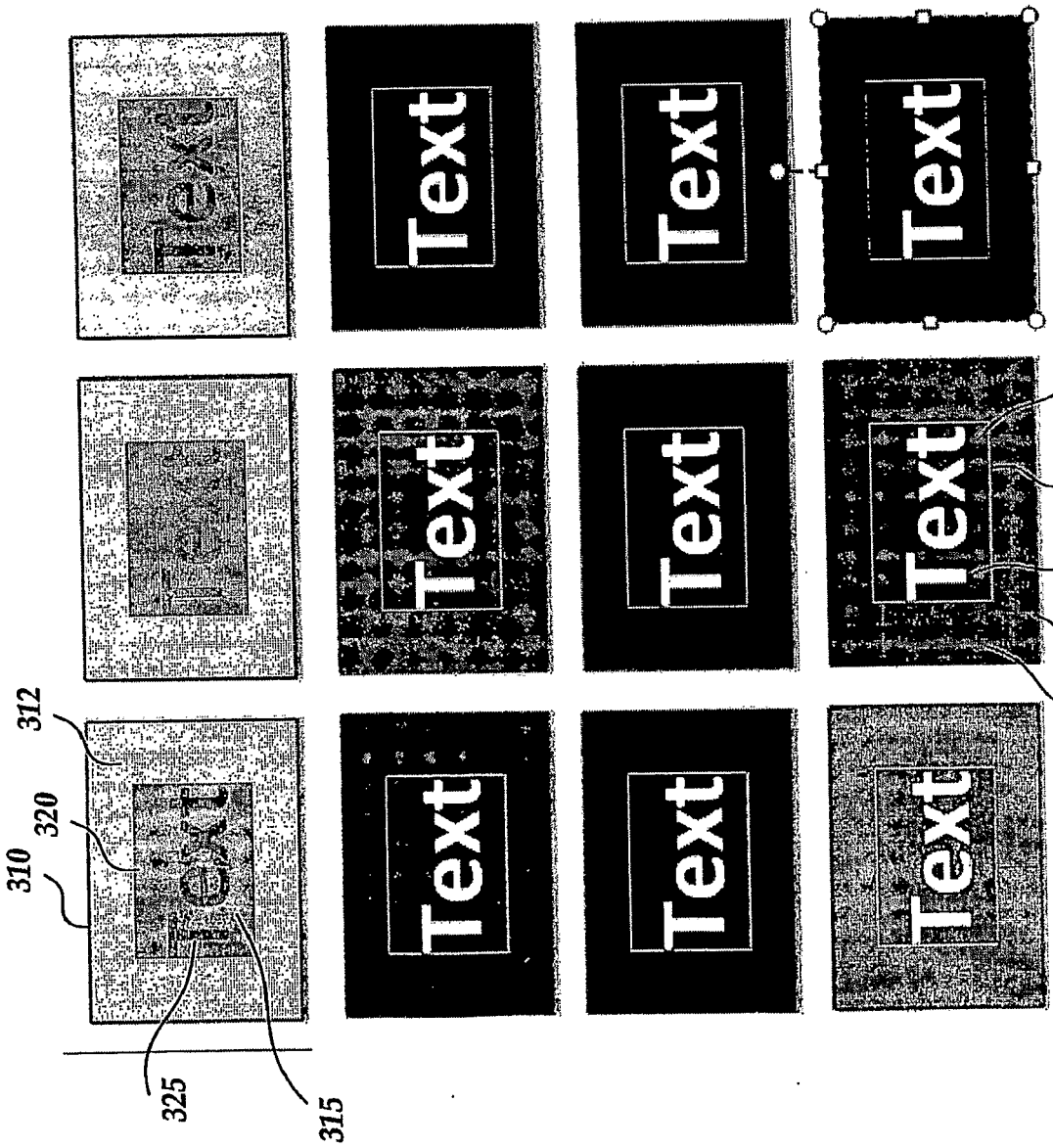


Fig. 3

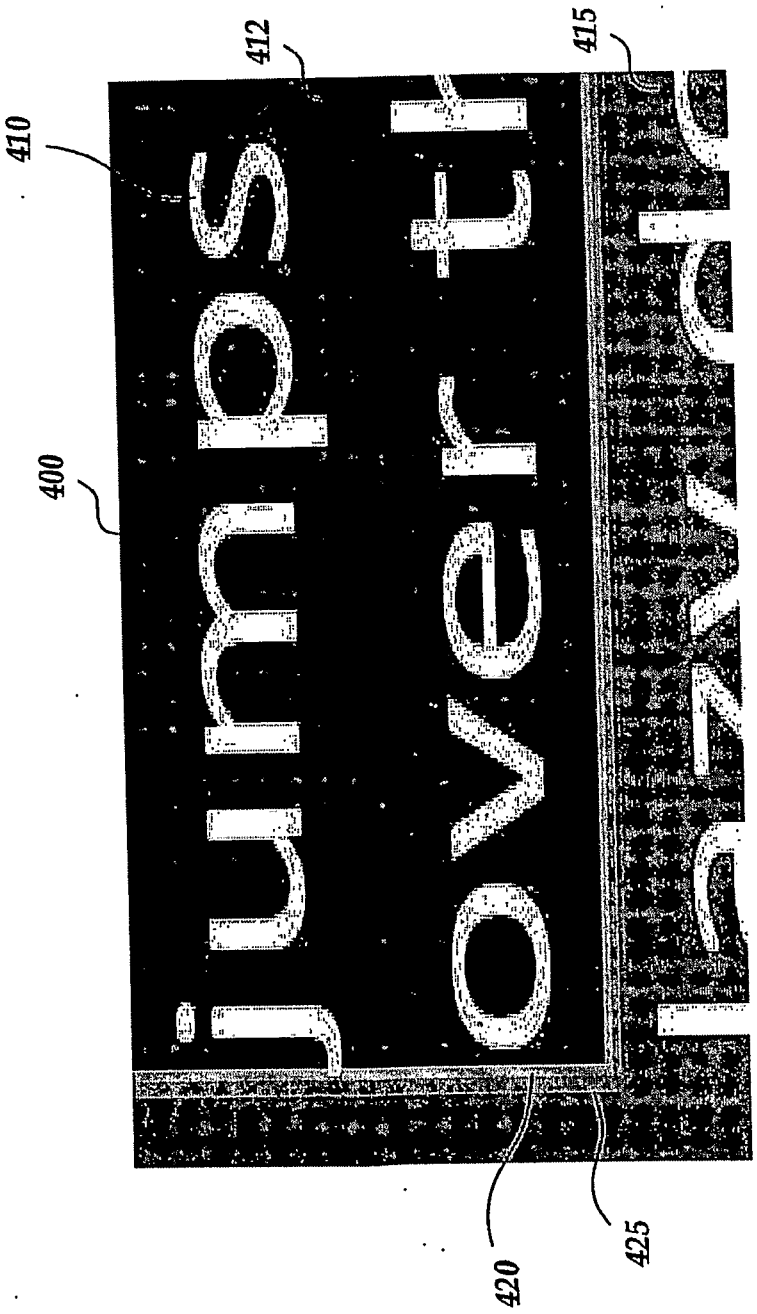


Fig. 4

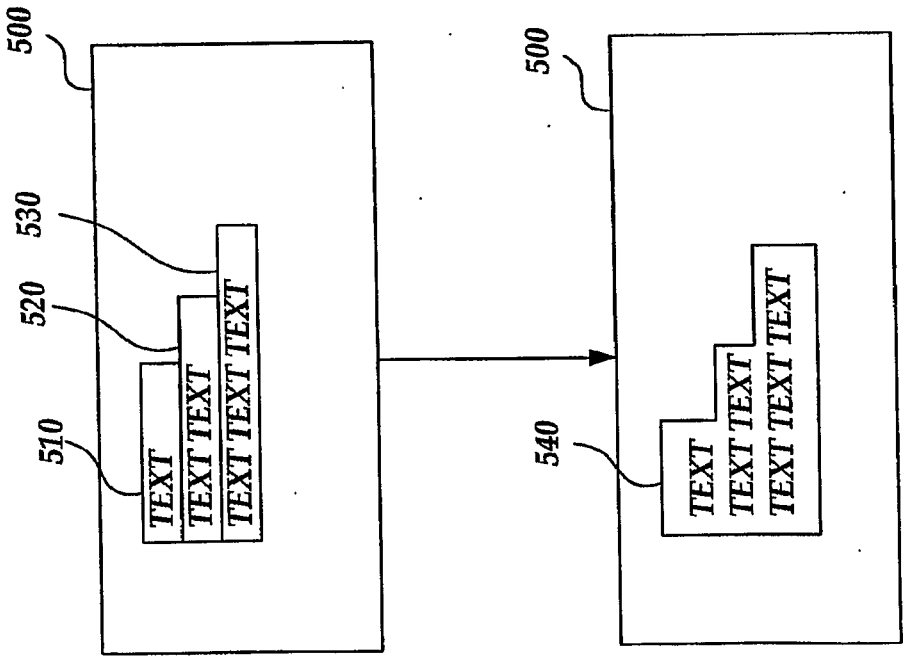

500
530
520
510
TEXT
TEXT TEXT
TEXT TEXT TEXT
500
540
TEXT
TEXT TEXT
TEXT TEXT TEXT

Fig. 5

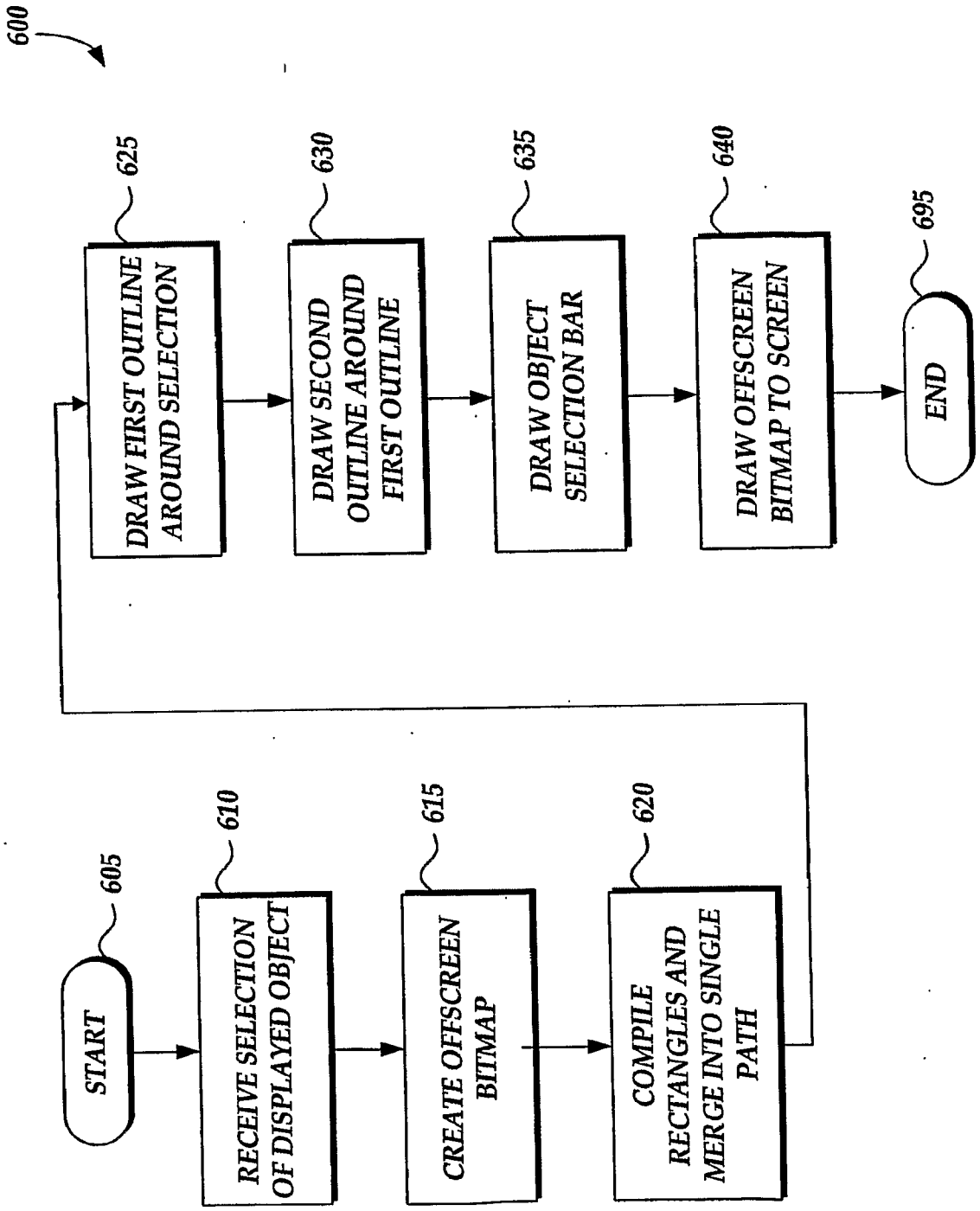

600
START
605
RECEIVE SELECTION OF DISPLAYED OBJECT
610
CREATE OFFSCREEN BITMAP
615
COMPILE RECTANGLES AND MERGE INTO SINGLE PATH
620
DRAW FIRST OUTLINE AROUND SELECTION
625
DRAW SECOND OUTLINE AROUND FIRST OUTLINE
630
DRAW OBJECT SELECTION BAR
635
DRAW OFFSCREEN BITMAP TO SCREEN
640
END
695

Fig. 6