What is claimed is:

1. An interaction method in a touch terminal, comprising the steps of:

acquiring a touch event of a user;

acquiring a slide track based on a continuous slide occurred by the touch event, and obtaining a selected interaction object according to the slide track; and

triggering the selected interaction object to respond to the touch event according to the slide track~~.~~,

~~2. The interaction method in the touch terminal according to claim 1, characterized in that~~ wherein the step of triggering the selected interaction object to respond to the touch event according to the slide track comprises:

detecting whether the touch event of the user is a sliding operation in a detection area according to the slide track; and

responding to the touch event if the result is “YES”,

wherein the detection area corresponds to the selected interaction object.

~~3~~2. The interaction method in the touch terminal according to claim 1~~2~~, characterized in that after the step of acquiring the slide track based on the continuous slide occurred by the touch event, the method further comprises the step of:

extracting a start position and an end position of the slide track at edges of the detection area.

~~4~~3. The interaction method in the touch terminal according to claim ~~3~~2, characterized in that the step of detecting whether the touch event of the user is the sliding operation in the detection area according to the slide track comprises:

determining whether the start position is the same point in the detection area as the end position; and

if the result is “NO”, advancing to the step of responding to the touch event.

~~5~~4. The interaction method in the touch terminal according to claim ~~3~~2, characterized in that the step of detecting whether the touch event of the user is the sliding operation in the detection area according to the slide track comprises:

acquiring a connection line between the start position and the end position;

determining whether the connection line passes through the detection area; and

if the result is “YES”, advancing to the step of responding to the touch event.

~~6~~5. An interaction method in a network application, comprising the steps of:

determining whether a network application client triggering interaction is a touch

client;

if the result is “YES”, acquiring a touch event uploaded by the network application client triggering interaction, acquiring a slide track based on a continuous slide occurred by the touch event, obtaining a selected interaction object in the network application client according to the slide track, and feeding back a response to the touch event to the network application client according to the slide track; and

if the result is “NO”, acquiring a selected interaction object obtained by a selection operation in the network application client, acquiring a click operation triggered on the interaction object, and feeding back a response to the click operation to the interaction object according to the click operation~~.~~.

~~7. The interaction method in the network application according to claim 6, characterized in that~~ wherein the step of feeding back the response to the touch event to the network application client according to the slide track comprises:

detecting whether the touch event of the user is a sliding operation in a detection area according to the slide track; and

if the result is “YES”, then feeding back a response to the touch event to the network application client triggering interaction,

wherein the detection area corresponds to the selected interaction object.

~~8~~6. The interaction method in the network application according to claim ~~7~~5, characterized in that after the step of acquiring the slide track based on the continuous slide occurred by the touch event, the method further comprises the step of:

extracting a start position and an end position of the slide track at edges of the detection area.

~~9~~7. The interaction method in the network application according to claim ~~8~~6, characterized in that the step of detecting whether the touch event of the user is the sliding operation in the detection area according to the slide track comprises:

determining whether the start position is the same point in the detection area as the end position; and

if the result is “NO”, advancing to the step of feeding back the response to the touch event to the network application client triggering interaction.

~~10~~8. The interaction method in the network application according to claim ~~8~~6, characterized in that the step of detecting whether the touch event of the user is the sliding operation in the detection area according to the slide track comprises:

acquiring a connection line between the start position and the end position;

determining whether the connection line passes through the detection area; and

if the result is “YES”, advancing to the step of feeding back the response to the touch event to the network application client triggering interaction.

~~11~~9. An interaction device in a touch terminal, characterized in that the interaction device comprises:

an event acquiring ~~module~~ unit for acquiring a touch event of a user;

a processing ~~module~~ unit for acquiring a slide track based on a continuous slide occurred by the touch event and obtaining a selected interaction object according to the slide track; and

a trigger responding ~~module~~ unit for triggering the selected interaction object to respond to the touch event according to the slide track~~.~~,

~~12. The interaction device in the touch terminal according to claim 11, characterized in that~~ wherein the trigger responding ~~module~~ unit comprises:

a detecting unit for detecting whether the touch event of the user is a slide operation in a detection area according to the slide track and informing a responding unit if the result is “YES”; and

the responding unit for responding to the touch event,

wherein the detection area corresponds to the selected interaction object.

~~13.~~10 The interaction device in the touch terminal according to claim ~~12~~9, characterized in that the processing ~~module~~ unit further comprises:

an extracting unit for extracting a start position and an end position of the slide track at edges of the detection area.

~~14~~11. The interaction device in the touch terminal according to claim ~~13~~10, characterized in that the detecting unit is further configured to determine whether the start position is the same point in the detection area as the end position, and to inform the responding unit if the result is “NO”.

~~15~~12. The interaction device in the touch terminal according to claim ~~13~~10, characterized in that the detecting unit is further configured to acquire a connection line between the start position and the end position, determine whether the connection line passes through the detection area, and to inform the responding unit if the result is “YES”.

~~16~~13. An interaction server in a network application, characterized in that the interaction server comprises:

a client identifying ~~module~~ unit for determining whether a network application client triggering interaction is a touch client, informing an event acquiring ~~module~~ unit if the result is “YES”, and informing an object selecting ~~module~~ unit if the result is “NO”;

the event acquiring ~~module~~unit for acquiring a touch event uploaded by the network application client triggering interaction;

a processing ~~module~~ unit for acquiring a slide track based on a continuous slide occurred by the touch event, and obtaining a selected interaction object in the network application client according to the slide track;

a trigger responding ~~module~~ unit for feeding back a response to the touch event to the network application client according to the slide track;

an object selecting ~~module~~ unit for acquiring a selected interaction object obtained by a selection operation in the network application client;

a click acquiring ~~module~~ unit for acquiring a click operation triggered on the interaction object; and

a click responding ~~module~~ unit for feeding back a response to the click operation to the interaction object according to the click operation~~.~~,

~~17. The interaction server in the network application according to claim 16, characterized in that~~ wherein the trigger responding ~~module~~ unit comprises:

a detecting unit for detecting whether the touch event of the user is a sliding operation in a detection area according to the slide track, and informing a responding unit if the result is “YES”; and

the responding unit for feeding back a response to the touch event to the network application client triggering interaction,

wherein the detection area corresponds to the selected interaction object.

~~18~~14. The interaction server in the network application according to claim ~~17~~13, characterized in that the processing ~~module~~ unit further comprises:

an extracting unit for extracting a start position and an end position of the slide track at edges of the detection area.

~~19~~15. The interaction server in the network application according to claim ~~18~~14, characterized in that

the detecting unit is further configured to determine whether the start position is the same point in the detection area as the end position, and to inform the responding unit if the result is “NO”.

~~20~~16. The interaction server in the network application according to claim ~~18~~14, characterized in that

the detection unit is further configured to acquire a connection line between the start position and the end position, to determine whether the connection line passes through the detection area, and to inform the responding unit if the result is “YES”.

~~21~~17. A computer storage medium storing computer executable instructions for controlling a computer to execute an interaction method in a touch terminal, characterized in that the method comprises the steps of:

acquiring a touch event of a user;

acquiring a slide track based on a continuous slide occurred by the touch event, and obtaining a selected interaction object according to the slide track; and

triggering the selected interaction object to respond to the touch event according to the slide track~~.~~,

~~22. The computer storage medium according to claim 21, characterized in that~~ wherein the step of triggering the selected interaction object to respond to the touch event according to the slide track comprises:

detecting whether the touch event of the user is a sliding operation in a detection area according to the slide track; and

responding to the touch event if the result is “YES”,

wherein the detection area corresponds to the selected interaction object.

~~23~~18. The computer storage medium according to claim ~~22~~17, characterized in that after the step of acquiring the slide track based on the continuous slide occurred by the touch event, the method further comprises the step of:

extracting a start position and an end position of the slide track at edges of the detection area.

~~24~~19. The computer storage medium according to claim ~~23~~18, characterized in that the step of detecting whether the touch event of the user is the sliding operation in the detection area according to the slide track comprises:

determining whether the start position is the same point in the detection area as the end position; and

if the result is “NO”, advancing to the step of responding to the touch event.

~~25~~20. The computer storage medium according to claim ~~23~~18, characterized in that the step of detecting whether the touch event of the user is the sliding operation in the detection area according to the slide track comprises:

acquiring a connection line between the start position and the end position; determining whether the connection line passes through the detection area; and if the result is “YES”, advancing to the step of responding to the touch event.