ICON AGGREGATION ON A GRAPHICAL USER INTERFACE

ABSTRACT

Using a graphical user interface (GUI) (230), users manipulate, organize, classify, and/or arrange icons (262, 260) by having the icons bind (stick) to one another (295) and be moved as aggregates. Icons sticky sites (271) may be on icons (260), windows, or other graphical objects. For example, when an icon (260) with a sticky site (271) is dragged close to another icon (262) with a sticky site (290), the icons (262, 260) bind together and are subsequently moved as one graphical unit (295). In some embodiments, a visual indication of binding is given. The icons may be unbound by pointing to an unbinder icon (350), or using a button (346) sequence on the mouse of keyboard.

Fig. 2