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(54) **METHOD AND SYSTEM FOR OPERATING A MULTI-FUNCTION PORTABLE ELECTRONIC DEVICE USING VOICE-ACTIVATION**

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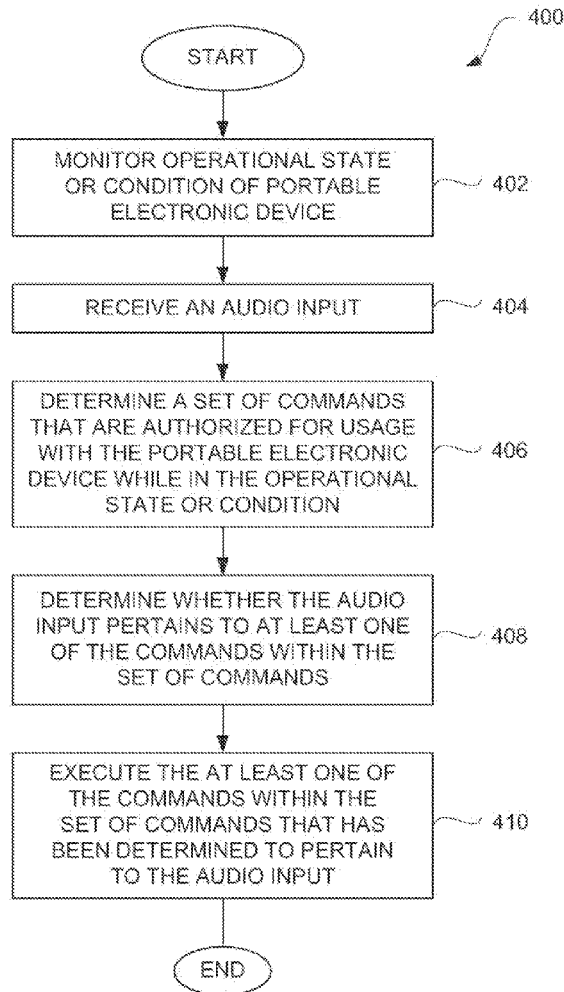
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(57) **ABSTRACT**

Methods and systems in which a portable electronic device can be voice activated are disclosed. The portable electronic device can be a multi-function electronic device. The voice activation can be robust and context sensitive. The voice activation can also be utilized without any preparatory user action with respect to the portable electronic device. The portable electronic device can also interact with a media system.



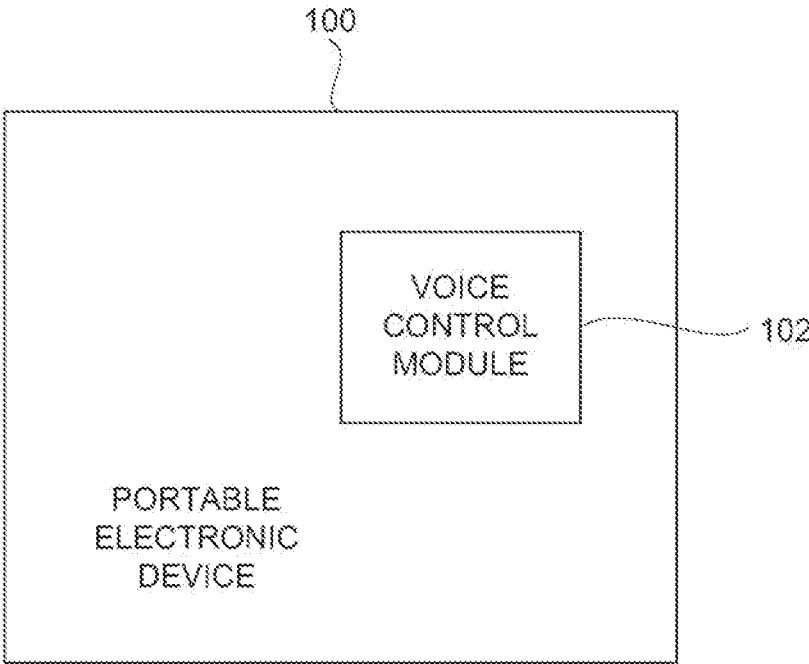


FIG. 1

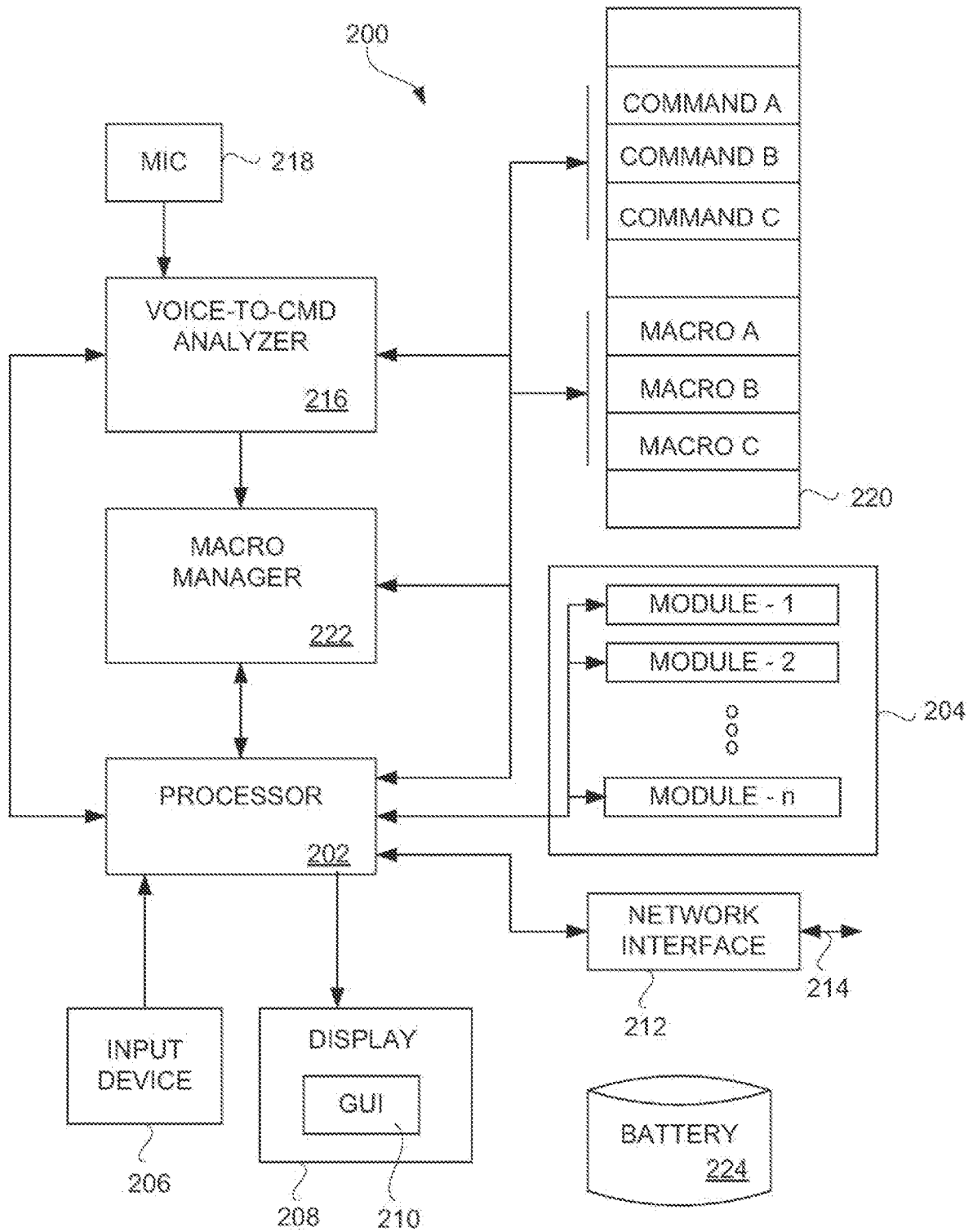


FIG. 2

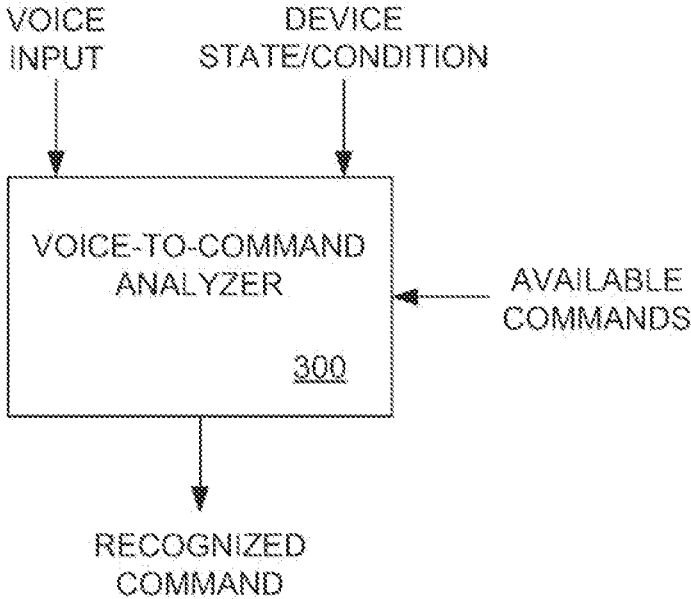


FIG. 3

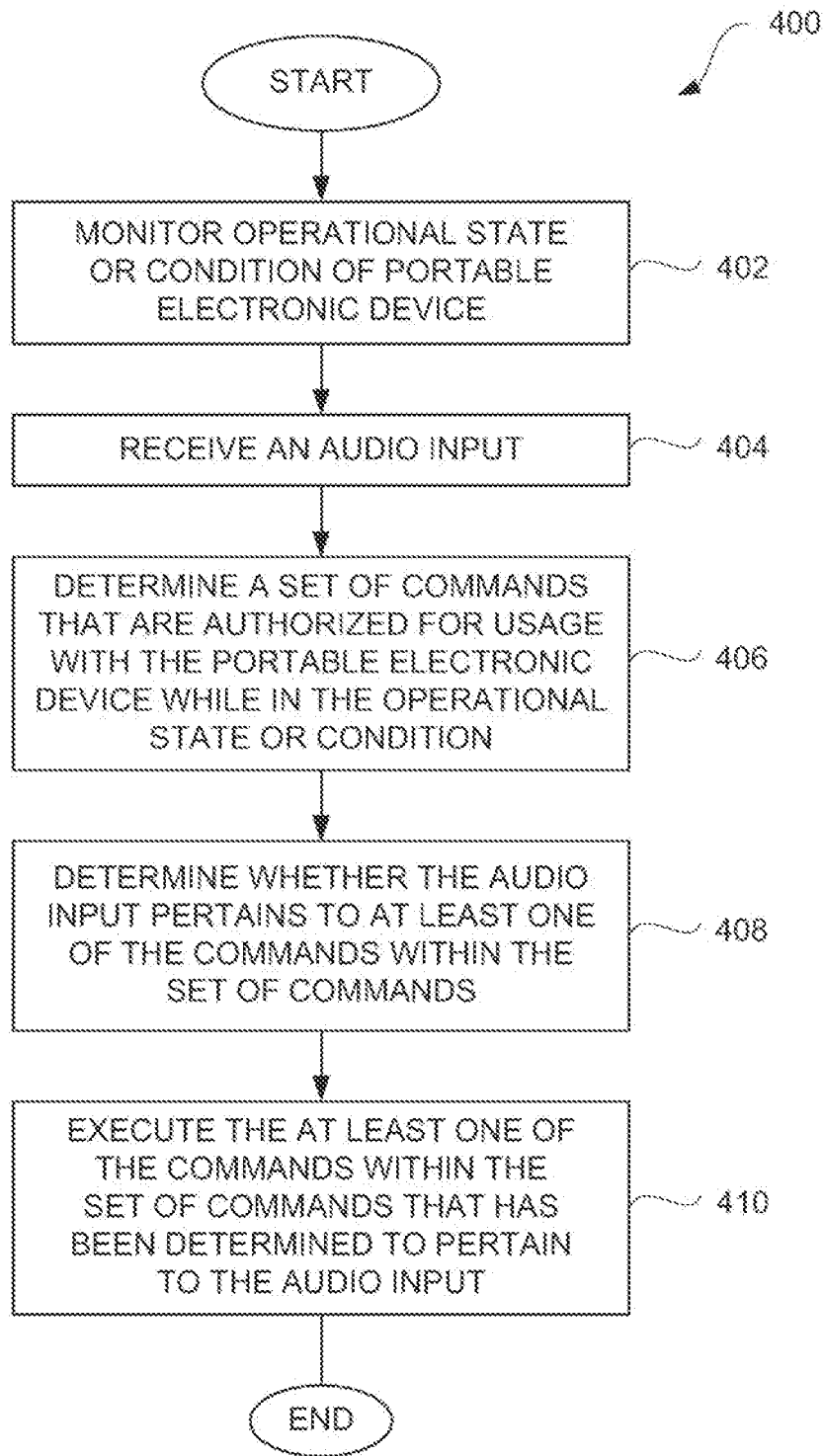


FIG. 4

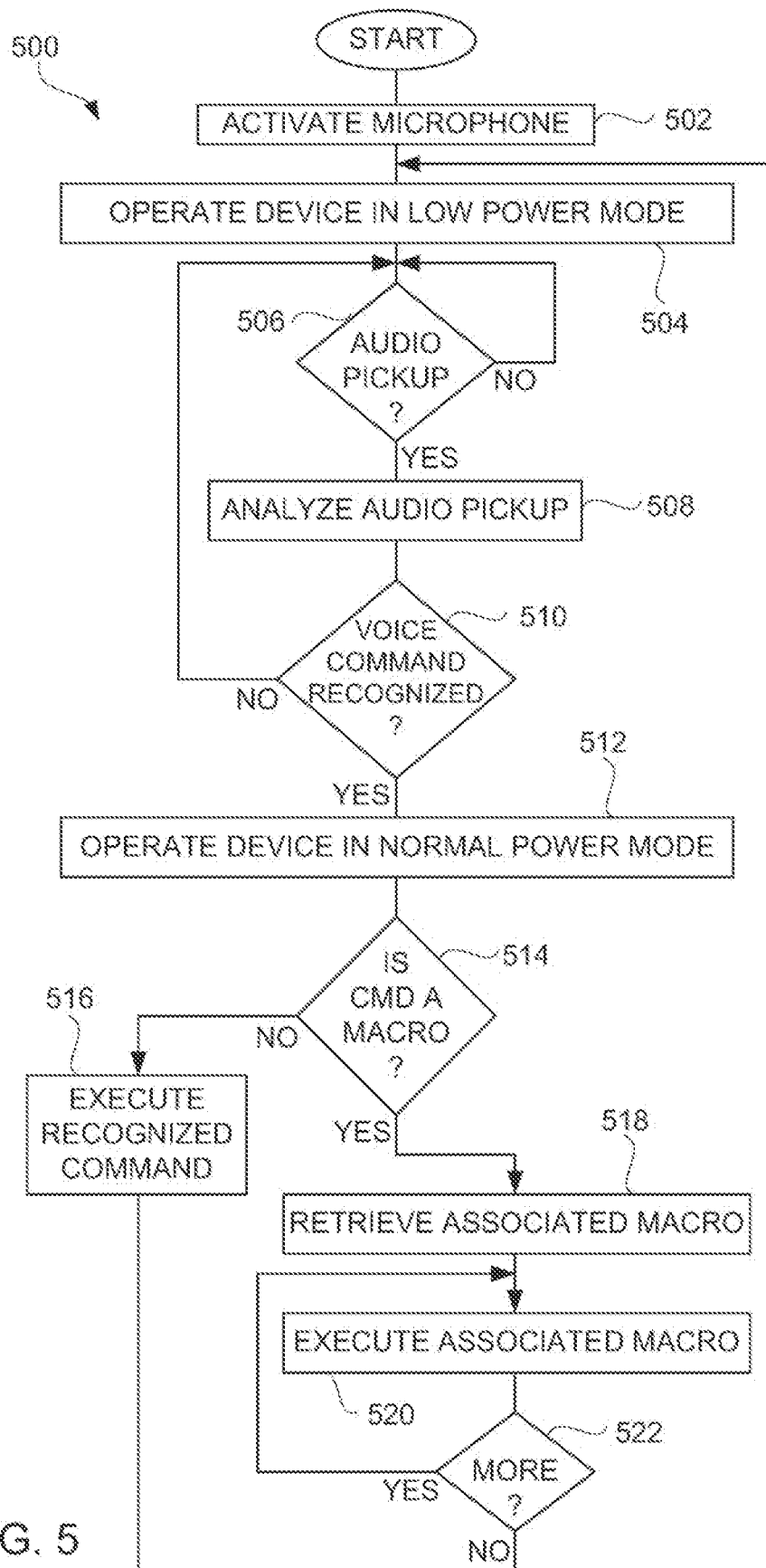


FIG. 5

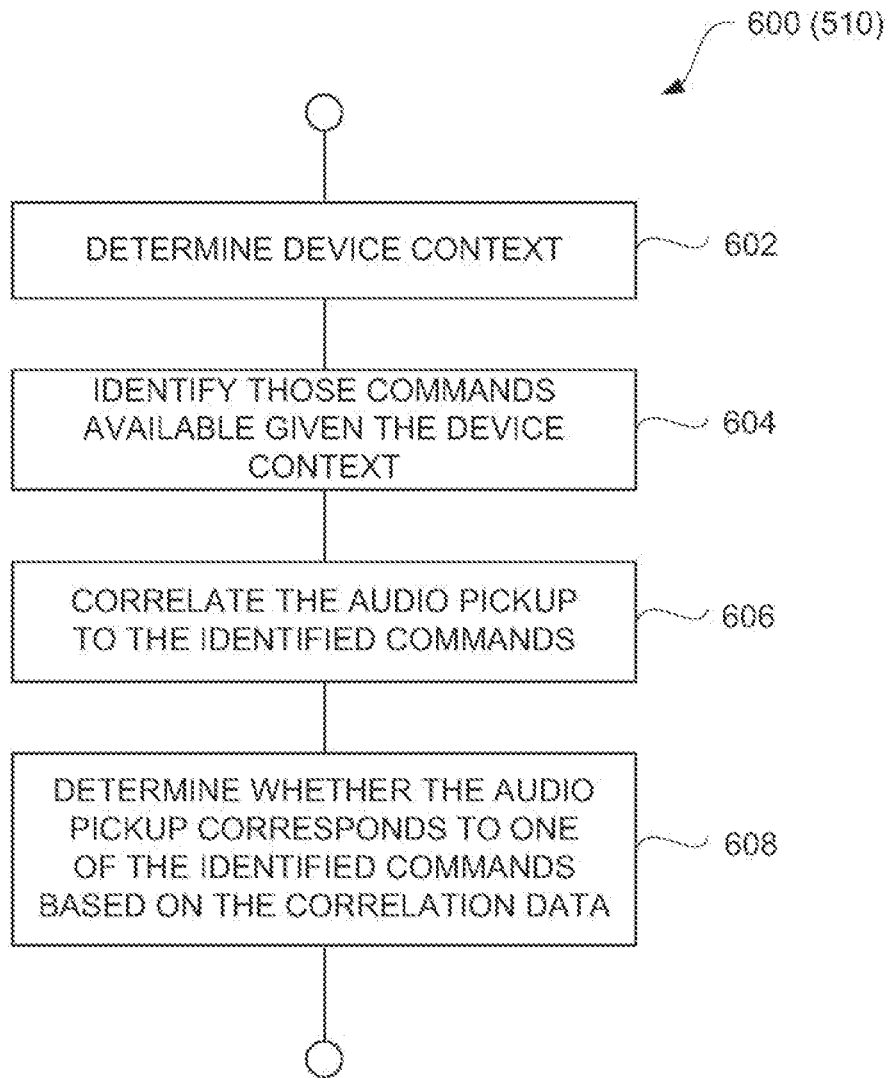


FIG. 6

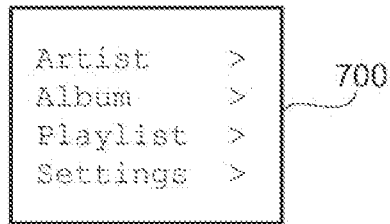


FIG. 7A

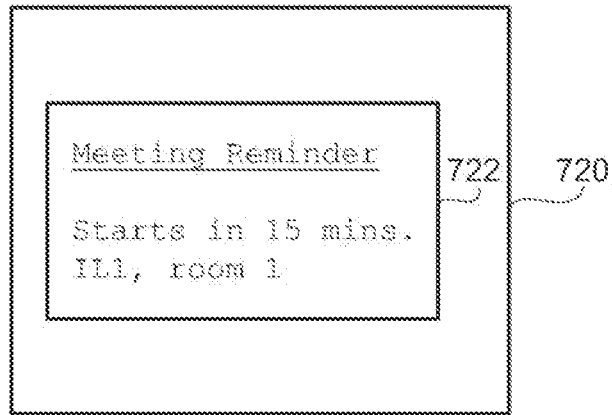


FIG. 7B

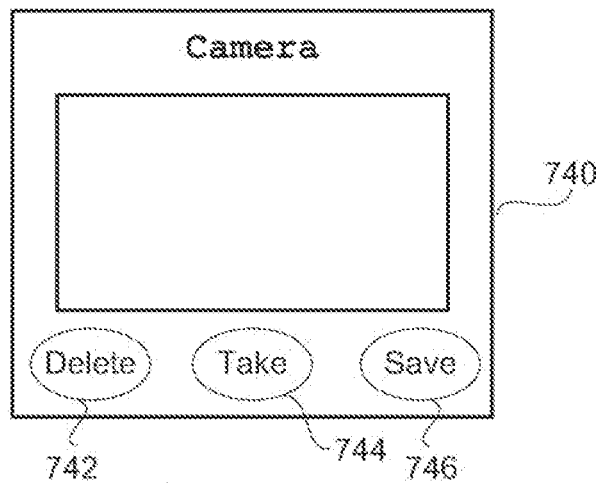


FIG. 7C



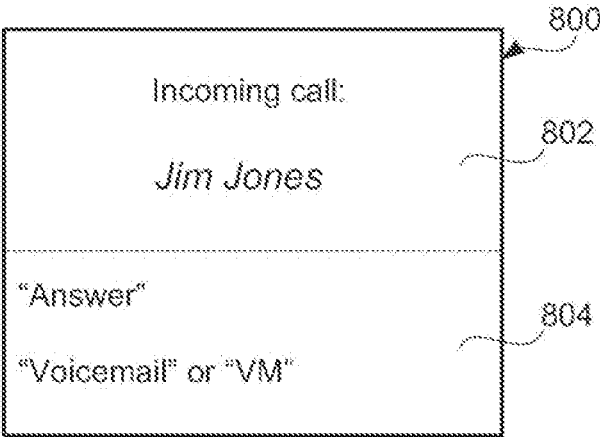


FIG. 8A

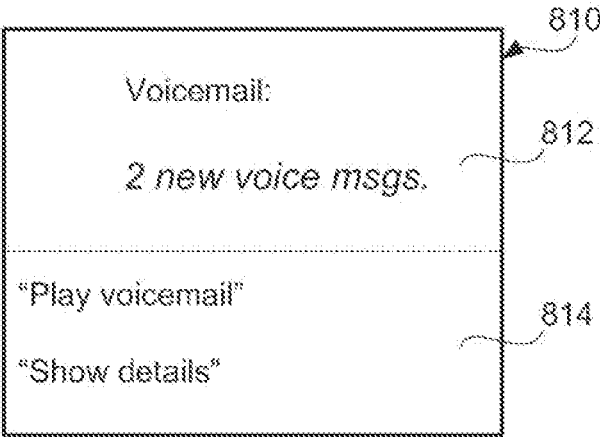


FIG. 8B

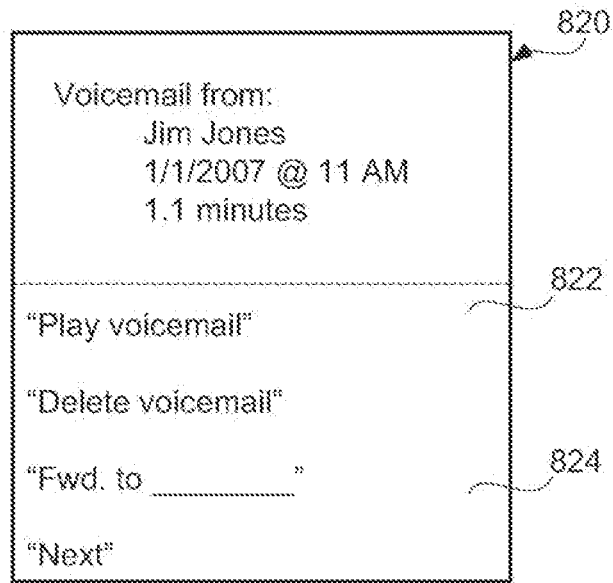


FIG. 8C

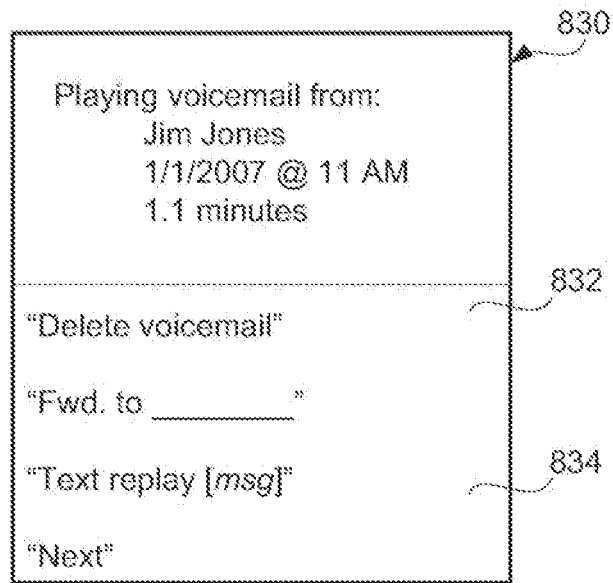


FIG. 8D

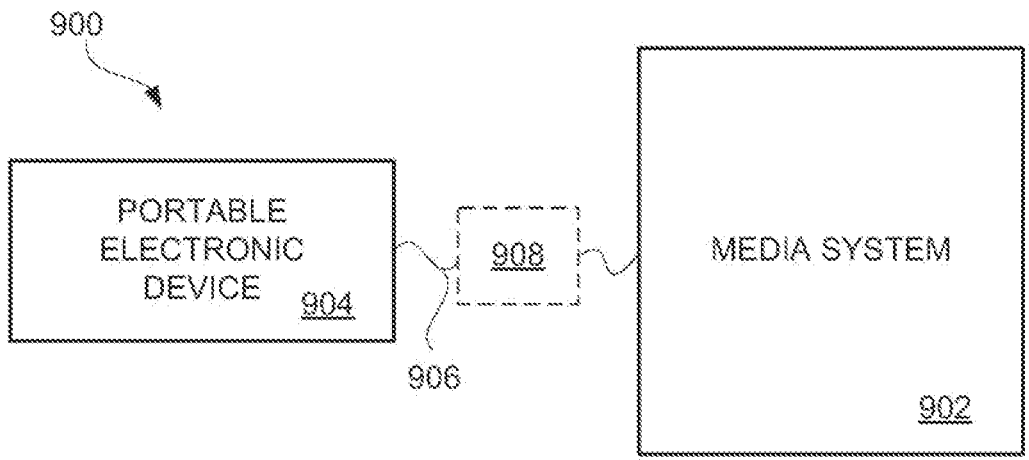


FIG. 9A

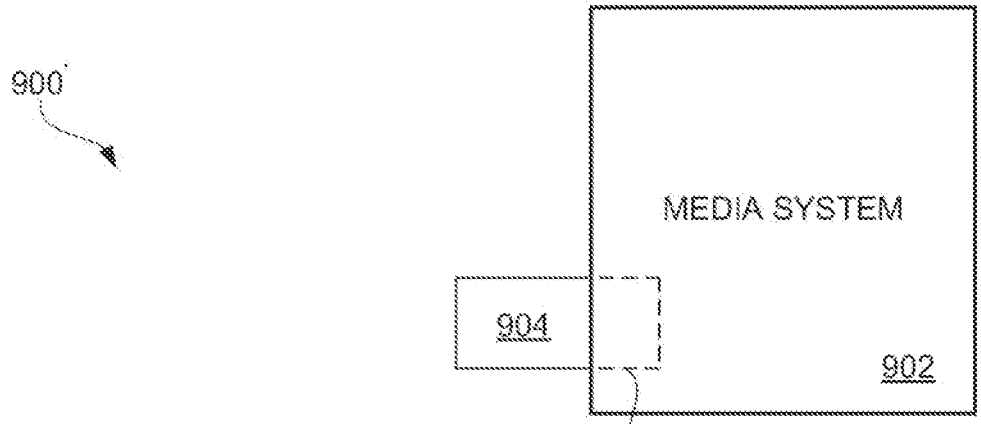


FIG. 9B

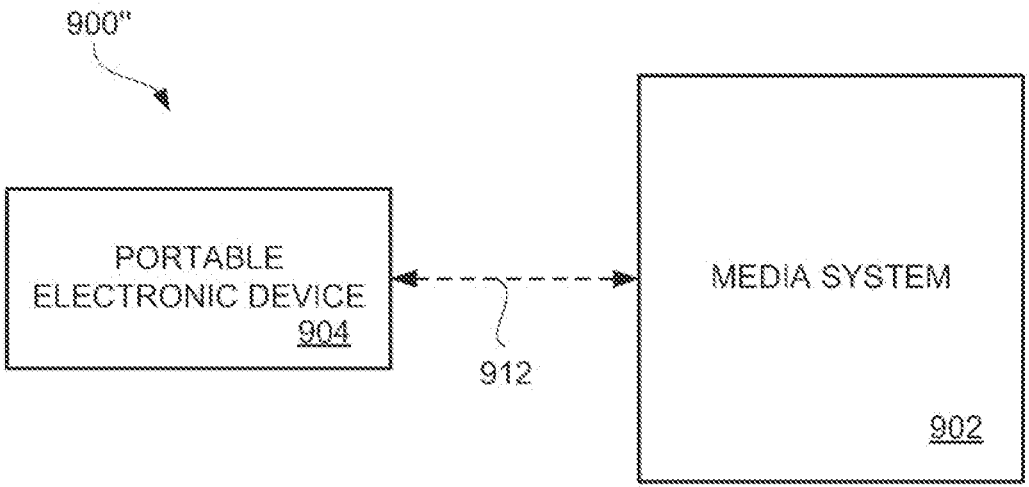


FIG. 9C

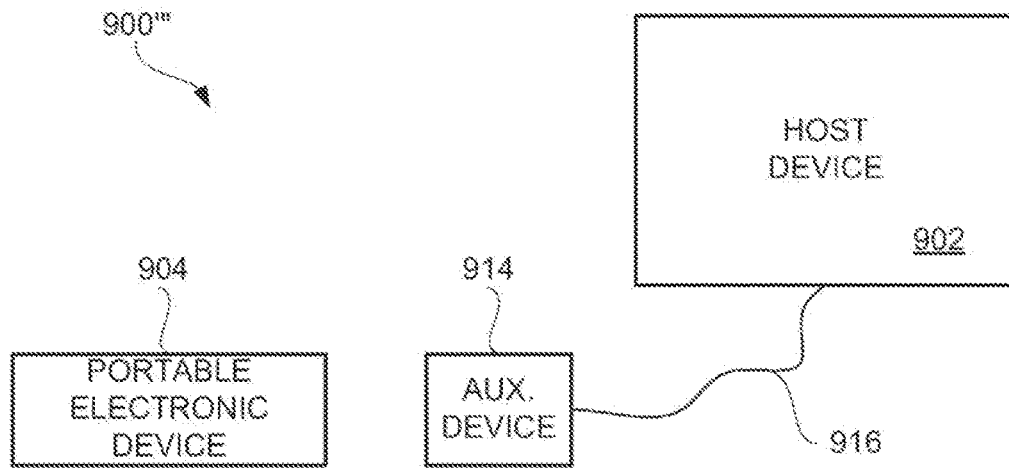


FIG. 9D

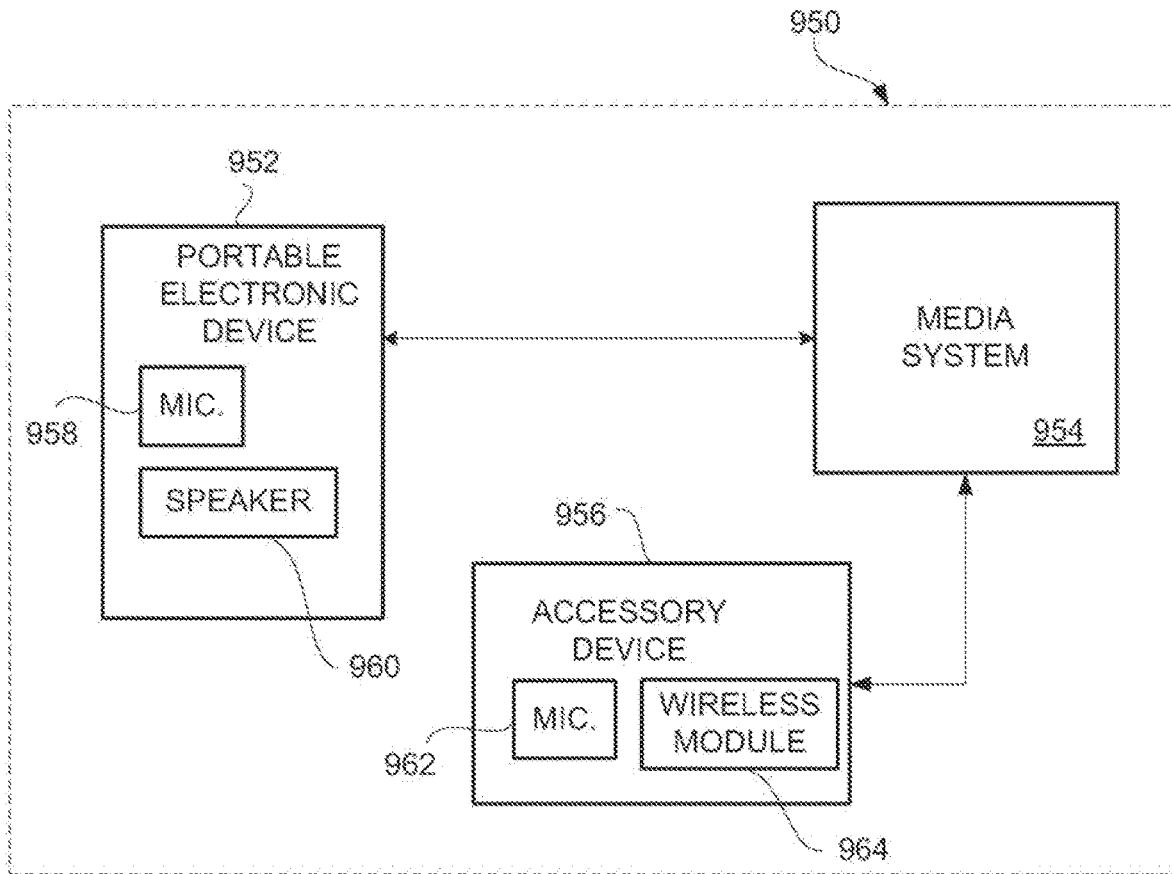


FIG. 9E

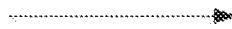
PORTABLE ELECTRONIC DEVICE

MEDIA SYSTEM

1000

(1) SELECT MEDIA  
TO PLAY ON  
MEDIA SYSTEM

(2) SEND PLAY CMD  
AND MEDIA DATA  
TO MEDIA SYSTEM

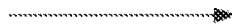


(3) RECEIVED AND  
EXECUTE PLAY  
CMD

(4) OUTPUT MEDIA

(5) DETECT INCOMING CALL

(6) SEND RINGTONE CMD



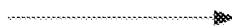
(7) RECEIVE AND EXECUTE  
RINGTONE CMD

(8) OUTPUT RINGTONE

(9) DETERMINE TO ANSWER CALL

(10) EXECUTE ANSWER CALL CMD

(11) SEND PAUSE MEDIA CMD



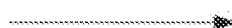
(12) RECEIVE AND EXECUTE  
PAUSE MEDIA CMD

(13) PAUSE MEDIA OUTPUT

(14) DETERMINE TO END CALL

(15) END CALL

(16) SEND RESUME MEDIA CMD



(17) RECEIVE AND EXECUTE  
RESUME MEDIA CMD

(18) RESUME MEDIA OUTPUT

FIG. 10

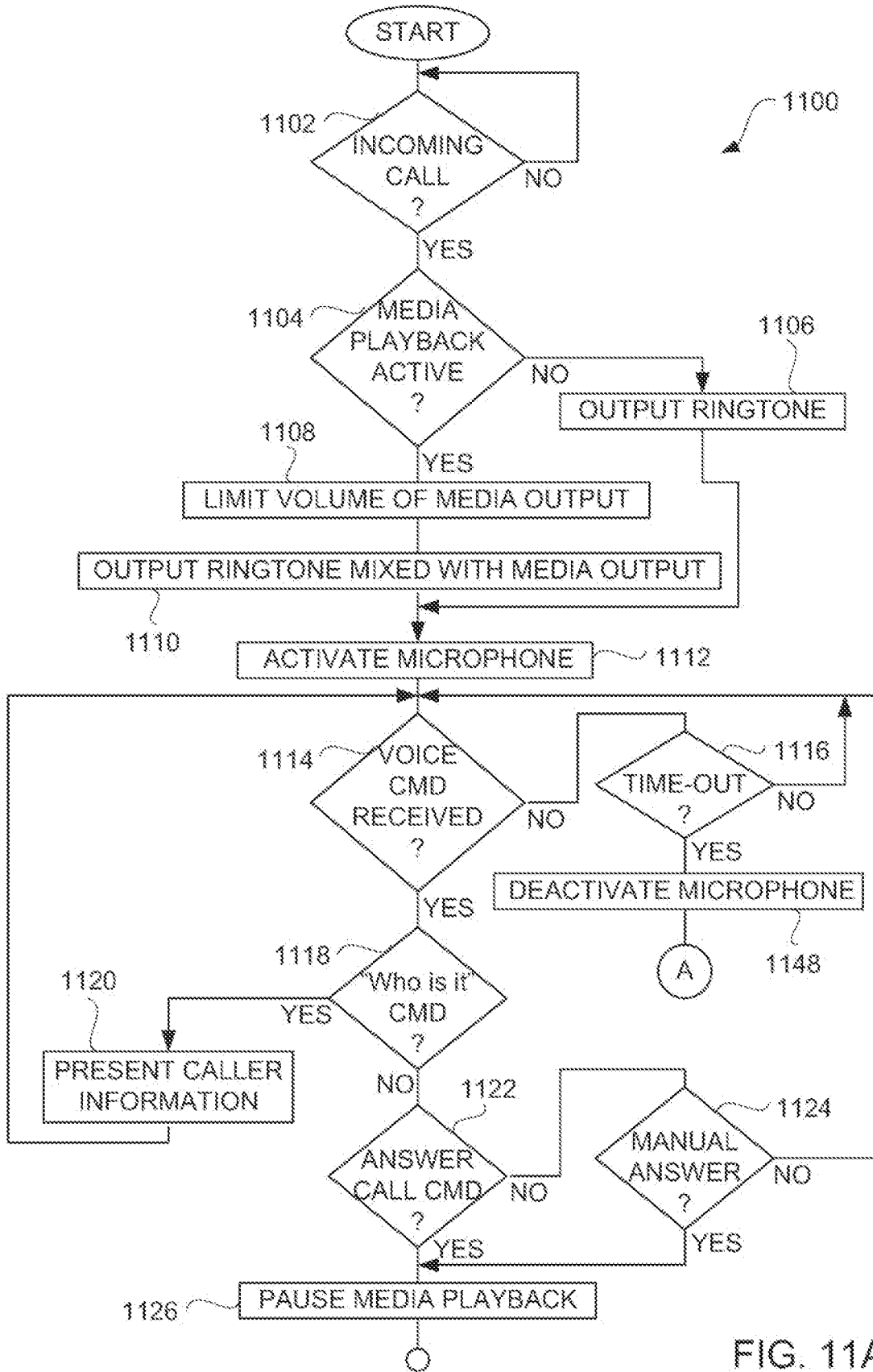


FIG. 11A

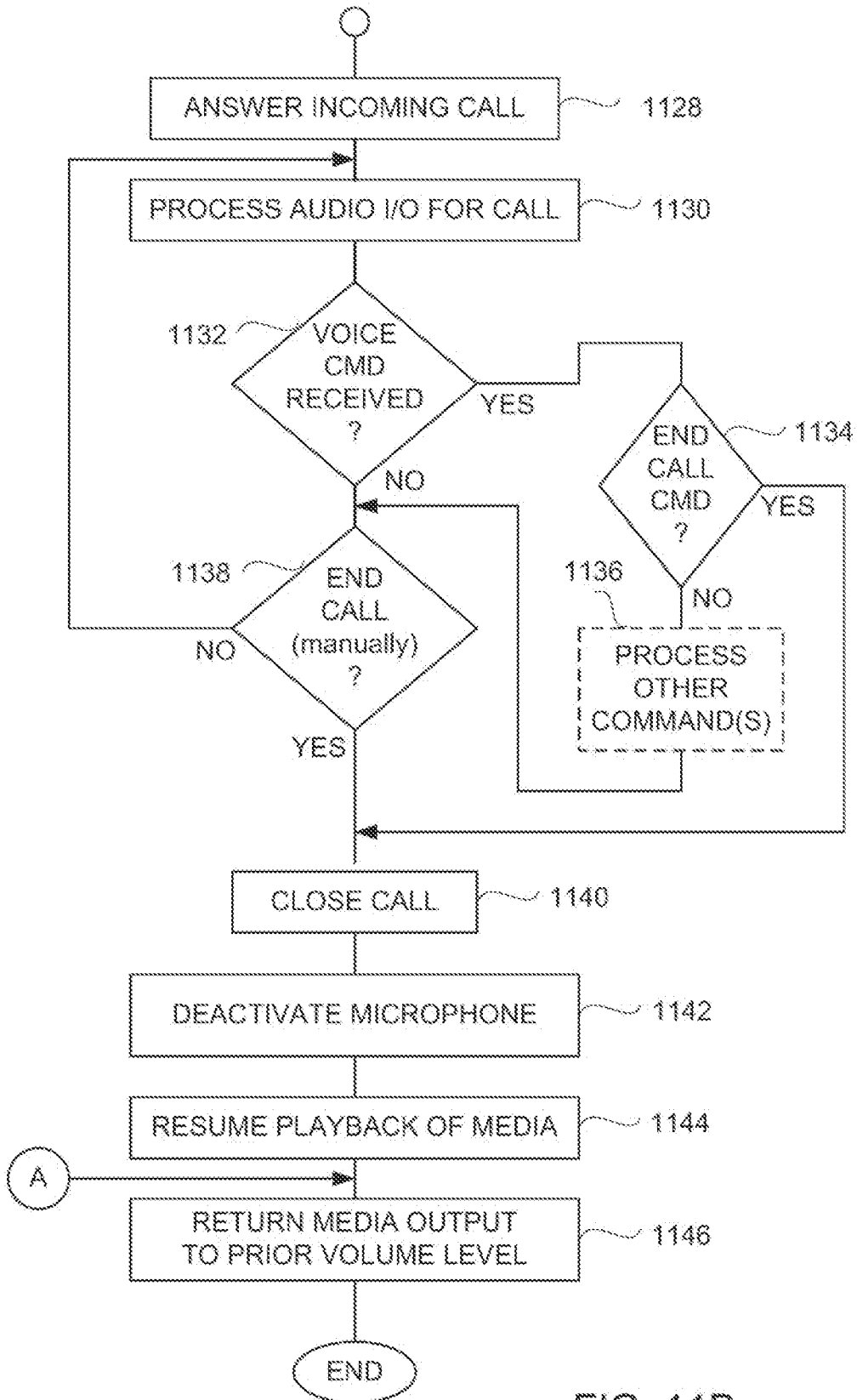


FIG. 11B

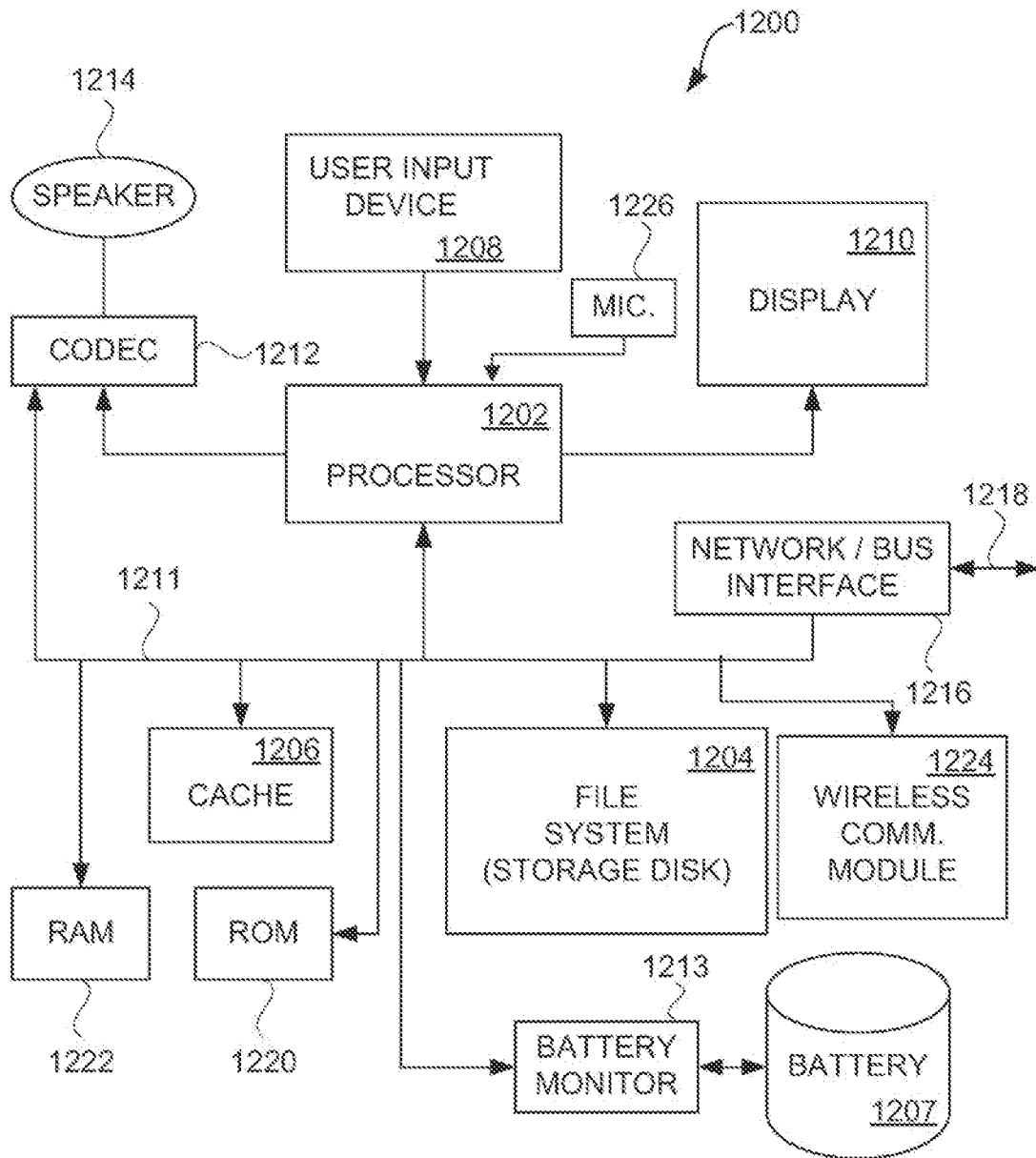


FIG. 12



**METHOD AND SYSTEM FOR OPERATING A  
MULTI-FUNCTION PORTABLE  
ELECTRONIC DEVICE USING  
VOICE-ACTIVATION**

**BACKGROUND OF THE INVENTION**

**Field of the Invention**

**[0001]** The present invention relates to a portable electronic device and, more particularly, to a multi-function portable electronic device.

**Description of the Related Art**

**[0002]** Today, cellular phones primarily require manual interaction by a user to invoke functions or to enter data, etc. However, cellular phones can also support limited voice activation. For example, a user can press a predetermined button, then speak a name of a person in the address book of the cellular phone. If the cellular phone recognizes the spoken name, then the person can be automatically called using the phone number provided in the address book. Cellular phones can also be used inside automobiles in a similar fashion. Some automobiles also support hands-free cellular operation by providing an embedded speaker and microphone internal to the vehicle. Bluetooth car kits are also available to add-on a speaker and microphone for hands-free operation. In any case, with cellular phones, voice commands are also conventionally limited to recognizing names of contacts within an address book and require manual user interaction with the cellular phone or automobile (e.g., button press) prior to any voice command.

**[0003]** Specialized computer programs also exist which can execute on a personal computer and wirelessly interact with a Bluetooth-enabled cellular phone. For example, a user interface displayed on a personal computer can allow a user to dial, answer, hang up and hold calls with respect to a cellular phone. Users can also be alerted at the personal computer of incoming calls or SMS messages. When a call is received at the cellular phone, media playback in progress at the personal computer can be paused.

**SUMMARY OF THE INVENTION**

**[0004]** The invention pertains to voice activation for a portable electronic device. The portable electronic device can be a multi-function electronic device. The voice activation can be robust and context sensitive. The voice activation can also be utilized without any preparatory user action with respect to the portable electronic device. The portable electronic device can also interact with a media system.

**[0005]** According to one embodiment, one function that can be supported by the portable electronic device is voice communications. When a voice call incoming to the portable electronic device, the portable electronic device can automatically control itself or the media system to pause, stop and/or lower its volume so that media playback need not disturb a user while participating in the voice call. After the voice call ends, the portable electronic device can automatically control itself or the media system to resume, start and/or raise its volume so that the user can again participate in media playback.

**[0006]** The invention can be implemented in numerous ways, including as a method, system, device, apparatus

(including graphical user interface), or computer readable medium. Several embodiments of the invention are discussed below.

**[0007]** As a method for operating a portable electronic device using voice-activated input, one embodiment of the invention can, for example, include at least: operating the portable electronic device to listen for a user voice command; monitoring an operational state of the portable electronic device; receiving an audio input; determining a set of commands that are authorized for usage with the portable electronic device while in the operational state; determining whether the audio input pertains to at least one of the commands within the set of commands; and executing the at least one of the commands within the set of commands that is determined to pertain to the audio input.

**[0008]** As a portable electronic device, one embodiment of the invention can, for example, include at least: a microphone capable of picking up a voice input from a user; a voice analyzer operatively connected to the microphone; and a processor for controlling operation of the portable electronic device. The voice analyzer can be configured to analyze the voice input to determine if one or more predetermined commands are to be performed. The processor can operate to perform the one or more predetermined commands when the voice analyzer determines that the voice input substantially matches characteristics of the one or more predetermined commands.

**[0009]** As a method for operating an electronic device supporting or coupling to a plurality of functions, where one of the functions can be wireless voice communications and another of the functions can be media playback, one embodiment of the invention can, for example, include at least: determining whether a voice call is incoming; determining when media playback is active; outputting a ringtone if a voice call is incoming and media playback is not active; outputting the ringtone mixed with media output if a voice call is incoming and media playback is active; activating a microphone if the microphone is not already active; determining whether a voice command is received while the call is incoming; answering the call when the voice command received requests that the call be answered; pausing or stopping the media playback if media playback is still active when the call is answered; determining whether the call has ended; and resuming or restarting the media playback after the call has ended.

**[0010]** As a computer readable medium including at least computer program code stored thereon for operating a portable electronic device using voice-activated input, one embodiment of the invention can, for example, include at least: computer program code for operating the portable electronic device to listen for a user voice command; computer program code for monitoring an operational state of the portable electronic device; computer program code for determining a set of commands that are authorized for usage with the portable electronic device while in the operational state; computer program code for determining whether an audio input pertains to at least one of the commands within the set of commands; and computer program code for executing the at least one of the commands within the set of commands that is determined to pertain to the audio input.

**[0011]** As a computer readable medium including at least computer program code stored thereon for operating an electronic device supporting or coupling to a plurality of functions, where one of the functions is wireless voice

communications and another of the functions is media playback, another embodiment of the invention can, for example, include at least: computer program code for determining whether a voice call is incoming; computer program code for determining when media playback is active; computer program code for outputting a ringtone if a voice call is incoming and media playback is not active; computer program code for outputting the ringtone mixed with media output if a voice call is incoming and media playback is active; computer program code for determining whether a voice command is received while the call is incoming; computer program code for answering the call when the voice command received requests that the call be answered; computer program code for pausing or stopping the media playback if media playback is still active when the call is answered; computer program code for determining whether the call has ended; and computer program code for resuming or restarting the media playback after the call has ended.

**[0012]** Other aspects and advantages of the invention will become apparent from the following detailed description taken in conjunction with the accompanying drawings which illustrate, by way of example, the principles of the invention.

#### BRIEF DESCRIPTION OF THE DRAWINGS

**[0013]** The invention will be readily understood by the following detailed description in conjunction with the accompanying drawings, wherein like reference numerals designate like structural elements, and in which:

**[0014]** FIG. 1 is a block diagram of a portable electronic device according to one embodiment of the invention.

**[0015]** FIG. 2 is a block diagram of an electronic device according to one embodiment of the invention.

**[0016]** FIG. 3 is a block diagram of voice-to-command analyzer according to one embodiment of the invention.

**[0017]** FIG. 4 is a flow diagram of voice command process according to one embodiment of the invention.

**[0018]** FIG. 5 is a flow diagram of voice command process according to another embodiment of the invention.

**[0019]** FIG. 6 is a flow diagram of a voice command recognition process according to one embodiment of the invention.

**[0020]** FIGS. 7A-7C illustrate exemplary graphical user interfaces that can be presented on a display device according to certain embodiments of the invention.

**[0021]** FIGS. 8A-8D illustrate exemplary graphical user interfaces that can be provided on a display device of an electronic device according to certain embodiments of the invention.

**[0022]** FIGS. 9A-9E illustrate certain predetermined system configurations for a portable electronic device and a media system.

**[0023]** FIG. 10 illustrates process involving interaction between a portable electronic device and a media system according to one embodiment of the invention.

**[0024]** FIGS. 11A and 11B are flow diagrams of process concerning media playback and voice call handling according to one embodiment of the invention.

**[0025]** FIG. 12 is a block diagram of media player according to one embodiment of the invention.

#### DETAILED DESCRIPTION OF THE INVENTION

**[0026]** The invention pertains to voice activation for a portable electronic device. The portable electronic device can be a multi-function electronic device. The voice activation can be robust and context sensitive. The voice activation can also be utilized without any preparatory user action with respect to the portable electronic device. The portable electronic device can also interact with a media system.

**[0027]** According to one embodiment, one function that can be supported by the portable electronic device is voice communications. When a voice call is incoming to the portable electronic device, the portable electronic device can automatically control itself or the media system to pause, stop and/or lower its volume so that media playback need not disturb a user while participating in the voice call. After the voice call ends, the portable electronic device can automatically control itself or the media system to resume, start and/or raise its volume so that the user can again participate in media playback.

**[0028]** The invention is well suited for a portable electronic device that can support multiple functions. In one embodiment, the invention is suitable for use with a portable electronic device having at least wireless voice communication capability and media playback capability. The portable electronic device can, for example, be a portable media device (e.g., digital music player or MP3 player) having wireless voice communications. In another embodiment, the portable electronic device can be a wireless communications device (e.g., cellular phone) having media playback and/or media recording capabilities. In still another embodiment, the portable electronic device can be a portable electronic device having media playback or recording capability and workout support via a workout manager. These portable electronic devices can also have other functions (e.g., applications), such as functions supporting electronic calendars, electronic appointments, network browsers, network data transfers, VoIP applications, etc.

**[0029]** Embodiments of the invention are discussed below with reference to FIG. 1-12. However, those skilled in the art will readily appreciate that the detailed description given herein with respect to these figures is for explanatory purposes as the invention extends beyond these limited embodiments.

**[0030]** FIG. 1 is a block diagram of portable electronic device 100 according to one embodiment of the invention. Portable electronic device 100 includes voice control module 102. Voice control module 102 can be used to control portable electronic device 100. More particularly, a user of portable electronic device 100 can issue voice commands to portable electronic device 100. Voice control module 102 analyzes a user's voice input to determine whether it corresponds to a command understood by voice control module 102. If a command is recognized by voice control module 102, portable electronic device 100 can process the command. The command can pertain to any of a number of functions or operations supported by portable electronic device 100. Since portable electronic device 100 is able to operate in a voice-activated manner, portable electronic device 100 needs little or no user input devices, such as buttons, dials, touch pads and the like. Portable electronic device 100, however, can utilize such user input devices to replace or supplement voice commands.

[0031] FIG. 2 is a block diagram of electronic device 200 according to one embodiment of the invention. Device 200 is typically a portable or mobile electronic device. Device 200 can pertain to a computing device, a media player, a mobile telephone, a portable game player, a portable workout manager, and the like. In one embodiment, device 200 is a multi-function device that supports a plurality of different functions. As one example, device 200 can be portable and operate as a mobile telephone while also operating as a media player. As another example, device 200 can operate as a media player while also operating as a portable workout manager.

[0032] Device 200 can include processor 202 that controls the overall operation of device 200. Device 200 can further include a program store 204 that stores a plurality of different software modules. The software modules can provide different functions or operations for the device 200. The software modules can correspond program code for application programs, operating systems, utility programs, and the like.

[0033] Device 200 can also include at least one input device 206. Input device 206 can pertain to one or more input buttons, touch-sensitive surfaces, rotary input mechanisms, etc. The input device 206 enables the uses to provide user input, such as user selections for usage.

[0034] Device 200 can also include a display 208. As appropriate, graphical user interface (GUI) 210 can be presented on display 208. For example, GUI 210 can present a dialog window on display 208 that assists a user in controlling operation of device 200. GUI 210 can also present information to the user of device 200. Input device 206 can assist a user in providing user input to device 200, such as by interacting with GUI 210.

[0035] Device 200 also includes a network interface 212. Network interface 212 can establish a link 214 to a network, thereby facilitating wired or wireless network communications. In the case of, a wireless network link, network interface 212 can include or pertain to a wireless transceiver.

[0036] In addition, device 200 can be controlled by voice control. In this regard, device 200 includes voice-to-command analyzer 216. Voice-to-command analyzer 216 operates to receive an audio input from a user via a microphone 218. Voice-to-command analyzer 216 can then analyze the audio input to determine whether it is requesting execution of a particular one of a set of predetermined commands or a particular one of a set of predetermined macros. As illustrated in FIG. 2, device 200 can include data store 220. Data store 220 can store a plurality of commands or macros as well as other data. These commands or macros are eligible to be executed by device 200 when requested by a voice input. Similarly, voice-to-command analyzer 216 can determine whether the voice input corresponds to a macro from a set of available macros stored in data store 220. The macros can be considered groups or sets of commands which are arranged in a particular sequence. A macro manager 220 can couple to voice-to-command analyzer 216 so that when the voice input corresponds to a macro, the macro manager 222 can manage the performance of the macro, which involves a plurality of commands operated in a particular sequence.

[0037] Device 200 can include battery 224 that provides power to device 200. Typically, battery 224 is rechargeable by coupling battery 224 to an AC outlet to allow a charge circuit (not shown) to charge battery 224. Although device

200 is powered by battery 224, in one embodiment, device 200 can also at times utilize power from AC power supplied via power cord coupled to an AC plug. The AC power, when available, is also used to charge battery 224.

[0038] FIG. 3 is a block diagram of voice-to-command analyzer 300 according to one embodiment of the invention. Voice-to-command analyzer 300 is, for example, one implementation of voice-to-command analyzer 216 illustrated in FIG. 2. Voice-to-command analyzer 300 receives a voice input from a microphone (e.g., microphone 218). Voice-to-command analyzer 300 also receives data pertaining to available commands. For example, the available commands can be stored and accessed in a data store, such as data store 220 illustrated in FIG. 2. In addition, voice-to-command analyzer 300 can receive device state information. The device state information can provide voice-to-command analyzer 300 with information concerning the state of the electronic device (e.g., device 200). The device state information can, for example, pertain to a state, condition, event or the like, which can pertain to hardware or software.

[0039] As an example, one state associated with the electronic device having voice-to-command analyzer 300 is a context of a graphical user interface (GUI) utilized by the electronic device. The context of the GUI can then provide state information to the voice-to-command analyzer 300. In one embodiment, depending upon the context of the GUI, different available commands can be utilized and provided to the voice-to-command analyzer 300. In general, as the device state changes, different available commands can be presented to voice-to-command analyzer 300. As a result, the available commands being provided to voice-to-command analyzer 300 can be restricted to those that are appropriate given the current state of the electronic device. Eventually, the voice-to-command analyzer 300 can recognize a command from the voice input. The recognized command is one of the available commands presented to voice-to-command analyzer 300. Of course, the voice input may not correlate to any of the available commands, in which case voice-to-command analyzer 300 would not output a recognized command.

[0040] FIG. 4 is a flow diagram of voice command process 400 according to one embodiment of the invention. Voice command process 400 is, for example, performed by an electronic device, such as device 100 illustrated in FIG. 1 or device 200 illustrated in FIG. 2.

[0041] Voice command process 400 monitors 402 an operational state of a portable electronic device. For example, the operational state may correspond to a functional mode usage or program being utilized by the portable electronic device. As another example, the operational state can pertain to a state of a graphical user interface being provided on a display associated with the portable electronic device.

[0042] The voice command process 400 also receives 404 an audio input. Here, the portable electronic device includes electrical components that enable the portable electronic device to receive 404 an audio input. Typically, the audio input is a voice input provided by a user of the portable electronic device.

[0043] Next, a set of commands that are authorized for usage with the portable electronic device while in the operational state can be determined 406. Then, the voice command process 400 can determine 408 whether the audio input pertains to at least one of the commands within the set

of commands. Since the determination **408** is limited, in one embodiment, to those commands within the set of commands that are authorized for usage while in the operational state, the determination **408** can be rapidly performed without excessive computational capability and without excessive power consumption. Thereafter, the at least one of the commands within the set of commands that has been determined **408** to pertain to the audio input can be executed **410**. Consequently, voice command process **400** receives an audio input from a user, determines which of the limited set of available commands the user is requesting by the audio input, and then executes the appropriate command. Accordingly, an electronic device using voice command process **400** is able to command or control the operation of the electronic device using voice, namely, the electronic device is voice activated.

[0044] FIG. 5 is a flow diagram of voice command process **500** according to another embodiment of the invention. Voice command process **500** is, for example, performed by an electronic device, such as device **100** illustrated in FIG. 1 or device **200** illustrated in FIG. 2.

[0045] The voice command process **500** activates **502** a microphone. The device is also operated **504** in a low power mode if appropriate. For example, if the device is substantially idle and no user input is being received, the electronic device can be placed in a low power mode to conserve battery energy. Decision **506** determines whether an audio pickup has been received. The device can receive an audio pickup even while in the low power mode. When decision **506** determines that an audio pickup has not been received, voice command process **500** awaits to receive an audio pickup. Once the decision **506** determines that an audio pickup has been received, the audio pickup is analyzed **508**. When analyzing the audio pickup, the processing can be made efficient and more robust by taking into consideration context with which the audio pickup has been received. The context can pertain to the electronic device, such as a state of the electronic device. In other words, the audio pickup can be analyzed **508** in a context-sensitive manner.

[0046] Next, decision **510** determines whether a voice command has been recognized. When decision **510** determines that a voice command has not recognized, voice command process **500** returns to repeat decision **506** to subsequently process another audio pickup. On the other hand, when decision **510** determines that a voice command has been recognized, the electronic device is operated **512** in a normal power mode. Here, if the electronic device was in a low power mode, the electronic device is returned to a normal power mode so that the recognized voice command can be quickly and efficiently processed.

[0047] In this embodiment, the recognized command can pertain to a macro. Decision **514** determines whether the recognized command is a macro. When the recognized command is not a macro, the recognized command is executed **516**. On the other hand, when decision **514** determines that the command is a macro, the associated macro is retrieved **518**. The associated macro is then executed **520**. Decision **522** then determines whether there is any more operations (e.g., commands) within the associated macro that is to be executed. When decision **522** determines that there are more operations to be executed, voice command process **500** return to repeat block **520** so that additional operations of the associated macro can be executed. Once decision **522** determines that there are no more operations

within the macro to be executed, as well as directly following the block **516**, voice command process **500** returns to repeat block **502** and subsequent operations so that a subsequent audio pickup can be processed in a similar manner.

[0048] FIG. 6 is a flow diagram of a voice command recognition process **800** according to one embodiment of the invention. The voice command recognition process **600** can, for example, pertain to processing associated with the decision **510** illustrated in FIG. 5. In other words, the voice command recognition process operates to determine whether the audio pickup pertains to one of the available commands supported by an electronic device. In particular, the voice command recognition process **600** can determine **602** a device context. Those commands available given the device context can then be identified **604**. The audio pickup can be correlated **606** to the identified commands. Thereafter, the voice command recognition process **800** determines **608** whether the audio pickup corresponds to one of the identified commands based on the correlation data.

[0049] One aspect of the invention pertains restricting available commands based on device context. The device context, in one embodiment, pertains to the state of a graphical user interface (GUI). FIGS. 7A-7C illustrate exemplary graphical user interfaces that can be presented on a display device according to certain embodiment of the invention. These exemplary graphical user interfaces are just a few of the many embodiments that can utilize state of GUI to restrict or limit available voice commands to be recognized.

[0050] FIG. 7A illustrates exemplary menu **700** suitable for use on a display device associated with an electronic device according to one embodiment of the invention. While menu **700** is being displayed, a user can provide an audio input that pertains to a voice command. When menu **700** is displayed, the available voice commands that can received can be restricted. The menu **700** can be used to navigate to an appropriate media item or a group of media items to be played by the electronic device. While menu **700** is being displayed, a user can request to play a particular media item. For example, the user might provide an audio input, namely, a voice command, by announcing the phrase “play irreplaceable”. Here, the electronic device would recognize that the first portion “play” is a command that is supported and the second term “irreplaceable” is the name of a song available to be played at the electronic device. As another example, the user could provide an audio input, namely, a voice command, by announcing the phrase “play 06”, which could be the user requesting to play a playlist denoted as “summer 06” and available at the media device. As still another example, the user could provide an audio input, namely, a voice command, by announcing one of the menu items of the menu **700** (or perhaps even a nested menu) which could effect a selection of such item. For example, the menu items could be categories, classifications, groupings, media items, device settings, device functions, and the like. The menu **700** can represent one menu of a series of nested or hierarchical menus, which can also be navigated or traversed by voice commands.

[0051] FIG. 7B illustrates display region **720** of a display device associated with an electronic device according to one embodiment of the invention. Display region **720** includes meeting reminder notification **722**. Meeting reminder notification **722** can be displayed on at least a portion of display region **720**. In this example, meeting reminder notification

**722** informs the user that a meeting to which they are scheduled starts in “15 minutes” at building “IL1, Room 1.” In this context, the available commands available to the user can pertain to permitted interaction with the electronic device in response to the meeting reminder. For example, the acceptable commands can be “clear” or “close” which requests that the electronic device close meeting reminder notification **722**. Another example is the command “tell” which can respond to the meeting attendees with a message. For example, “tell everyone I will be 10 minutes late” which will be understood by the electronic device as a request to send a text message or email to all attendees of the meeting that the user will be ten (10) minutes late to the meeting.

[0052] FIG. 7C is an illustration of exemplary camera window **740** of a display device associated with an electronic device according to one embodiment of the invention. Camera window **740** can be presented on a display device associated with the electronic device. Camera window **740** is displayed on the display device when the electronic device has been placed in a camera mode. While in the camera mode, the available commands can be specific to likely camera operations. For example, in the camera mode, likely camera operations include taking pictures, deleting pictures, saving pictures, etc. Available commands in the camera mode can also include macros. As an example, a macro can be triggered when an audio input is a command requesting that a current picture be taken. As an example, a macro can cause the picture to be taken, cause the picture to be saved in memory, and cause the picture to be uploaded. Although the electronic device is voice-activated, in some embodiments, the electronic device also supports the use of non-voice-activated techniques to provide user input. For example, camera window **740** can include soft buttons **742-746** for which the user can provide user input. Soft buttons **742-746** can be activated using a keypad.

[0053] FIGS. 8A-8D illustrate exemplary graphical user interfaces that can be provided on a display device of an electronic device according to certain embodiments of the invention. These graphical user interfaces are associated with an electronic device that supports wireless voice communications. These exemplary graphical user interfaces are just a few of the many embodiments that can be utilized by an electronic device that supports wireless voice communications.

[0054] FIG. 8A illustrated exemplary graphical user interface (GUI) **800** for an incoming call. GUI **800** is a representative display screen concerning an incoming call from a caller (“Jim Jones”) as provided in upper portion **802** of GUI **800**. Lower portion **804** of GUI **800** can display some or all of the available commands that can be spoken by a user to initiate the corresponding actions at the electronic device. As shown in FIG. 8A, the exemplary available commands with respect to the particular context of the GUI **800** can include “Answer” or “Voicemail” (or its abbreviated form “VM”).

[0055] FIG. 8B illustrates exemplary GUI **810** for a voicemail notification. GUI **810** is a representative display screen concerning voicemail available for a user of the electronic device. In upper portion **812** of GUI **810**, the user can be informed that there are new voice messages awaiting their review. For example, as shown in FIG. 8B, the user is informed that there are two new voice messages. Lower portion **814** of GUI **810** can display some or all of the available commands that can be spoken by a user to initiate the corresponding actions at the electronic device. In FIG.

**8B**, the exemplary available commands illustrated in lower portion **814** can include “Play voicemail” and “Show details”.

[0056] FIG. 8C illustrated exemplary GUI **820** or voicemail view. GUI **820** is a representative display screen for reviewing voicemail at the electronic device. In upper portion **822** of GUI **820**, description it pertaining to a voicemail that can be reviewed is provided. In the example illustrated in FIG. 8C, the information concerning the voicemail specifies the caller name, date, time and duration for the voicemail. Lower portion **824** can display some or all exemplary available commands that can be spoken by a user to initiate action at the electronic device. In particular, lower portion **824** indicates that the exemplary available commands can include “Play voicemail”, “Delete voicemail”, “Forward to [contact]”, or “Next”. The forward command can specify to forward the voicemail to another person known to the electronic device or another device. For example, the user could provide the command “Forward to Bob” which would be understood by the electronic device to forward the voicemail to Bob, who is a known contact (e.g., address book) of the user. As another example, the user could provide the command “Forward to my computer” which would be understood by the electronic device to forward the voicemail from their portable electronic device (or its associated supporting server) to the user’s computer (personal computer).

[0057] FIG. 8D illustrates exemplary GUI **830** for playing of a voicemail. GUI **830** is a representative display screen for playing voicemail at the electronic device. Upper portion **832** of GUI **830** indicates that descriptive information concerning the voicemail be played. In the example illustrated in FIG. 8D, the information concerning the voicemail specifies the caller name, date, time and duration for the voicemail. Lower portion **834** can display some or all of the available commands while the electronic device is presenting GUI **830**. In particular, lower portion **834** indicates that the available commands can include “Delete voicemail”, “Forward to [contact]”, “Text reply [Msg]”. The text reply command can specify to send a reply text message to another person known to the electronic device or another device. For example, the spoken phrase could be “Text reply meet you at noon for lunch,” which causes a text message “meet you at noon for lunch” to be sent to Jim, who is the sender of the message being replied to.

[0058] According to another embodiment of the invention a portable electronic device can be used in conjunction with a media system. The media system can pertain to a television system, a home stereo, a personal computer, and the like. The media system can also be referred to as a home entertainment system. FIGS. 9A-9E illustrate certain predetermined system configurations for a portable electronic device and a media system.

[0059] FIG. 9A is a block diagram of system configuration **900** according to one embodiment of the invention. System configuration **900** can include media system **902** and portable media system **904**. Portable electronic device **902** is an electronic device, such as a personal computer, mobile communication device, media player (including portable media player), etc. Portable electronic device **902** can couple to media system **902** and thus be used in conjunction with portable electronic device **902**. In FIG. 9A, portable electronic device **904** is shown as being apart from media system **902** but connected by way of a wired link **906**. The wired

link 906 may connect to the media system 902 and the portable electronic device 904 through electronic device, such as a network.

**[0060]** FIG. 9B is a block diagram of system configuration 900' according to another embodiment of the invention. System configuration 900' is generally similar to system configuration 900 illustrated in FIG. 9A. However, in FIG. 9B, portable electronic device 904 has been physically connected to media system 902. In one embodiment, host device 902 can include receptacle 910 that is capable of receiving portable electronic device 904, thereby providing a direct connection between portable electronic device 904 and media system 902.

**[0061]** FIG. 9C is a block diagram of system configuration 900'' according to another embodiment of the invention. System configuration 900'' is generally similar to system configuration 900 as illustrated in FIG. 9A. However, in FIG. 9C, portable electronic device 904 is brought within proximity to media system 902. When portable electronic device 904 is proximate to host device 902, wireless data link 912 can be provided by a short range wireless data link between portable electronic device 904 and media system 902.

**[0062]** FIG. 9D is a block diagram of system configuration 900''' according to still another embodiment of the invention. System configuration 900''' can include portable electronic device 904 and media system 902 as discussed above in FIG. 9A. However, system configuration 900''' can further include auxiliary device 914 that is electrically connected to host device 902 by way of cable (or wire) 916. In one embodiment, auxiliary device 914 can pertain to a peripheral device for media system 902. One specific example for auxiliary device 914 is a docking station. Auxiliary device 914 can include a receptacle to receive wireless device 904 similar to receptacle 910 illustrated in FIG. 9B. Alternatively, auxiliary device 914 could permit a wireless data link to be established between portable electronic device 904 and auxiliary device 910 so long as such devices are in proximity, which is similar to wireless data link 912 illustrated in FIG. 9C. Auxiliary device 914 can also be referred to an intermediate devices. In other words, auxiliary device 914 as shown in FIG. 9D is provided between portable electronic device 904 and media system 902. The intermediate device can pertain to a dock, adapter, media station, media player, personal computer, etc. In one example, an adapter can pertain to a cigarette lighter adapter that can be utilized in a cigarette lighter as typically provided in an automobile.

**[0063]** FIG. 9E is a block diagram of local environment 950 according to one embodiment of the invention. Local environment 950 can pertain to an automobile environment, a home environment, an office environment or other relatively constrained local environment. Within local environment 950, portable electronic device 952 can interact with media system 954. Media system 954 can pertain to a television system, a home stereo, a personal computer, and the like. Media system 954 can also be referred to as a home entertainment system. Accessory device 956 can also be provided in local environment 950. Portable electronic device 962 can include microphone 958 and speaker 960. Speaker 960 can be used to output audio sound (audio output) to the user. For example, the audio output can pertain to a voice call or media output. Microphone 958 can be utilized to pick up voice commands that are used by portable electronic device 950 or media system 954. Accessory

device 956 can also include microphone 962 to pick up voice commands. Such voice commands can be supplied to media system 954 which, in turn, can supply them to portable electronic device 952, or the voice commands can be directly provided from accessory device 956 to portable electronic device 952. Accessory device 956 can also include wireless module 964. Wireless module 964 can permit accessory device 956 to wirelessly communicate to wireless headset 966. The wireless protocol being utilized between wireless headset 966 and wireless module 964 can pertain to Bluetooth technology or other short range wireless technology. Headset 966 can receive and/or output audio from/to media system 954 or portable electronic device 952. Accessory device 956 could also include a speaker (not shown) to provide audio output.

**[0064]** According to one aspect of the invention, a portable electronic device can interact with a media system. The interaction can be provided via a direct connection, a wired connection to a network, or a wireless connection to a network.

**[0065]** FIG. 10 illustrates process 1000 involving interaction between a portable electronic device and a media system according to one embodiment of the invention. In this embodiment, the context of the interaction is such that the media system is playing media using media data provided by the portable electronic device, while also answering a telephone call at the portable electronic device.

**[0066]** Process 1000 is a representative process that can be utilized between a portable electronic device and a media system according to one embodiment of the invention. At step 1, media to be played on the media system can be selected. A play command and the media data can then be sent to the media system (step 2). At the media system, the play command and the media data can be received and then the play command executed (step 3). Hence, media corresponding to the media data is output (step 4). Here, in this embodiment, the media data for the media to be played is provided by the portable electronic device to the media system. In another embodiment, the media data could be resident on the media system and when the play command is executed, the media could be output from the media data resident on a media system.

**[0067]** At some time later, assuming that the media is still being output, an incoming call can be detected (step 5). When an incoming call is detected (step 5), a ringtone command can be sent to the media system (step 6). The media system can subsequently receive and execute the ringtone command (step 7) when the ringtone command is executed, a ringtone is output (step 8). At the portable electronic device, when the ringtone is output (step 8), the user of the portable electronic device understands that there is an incoming call that can be answered. It should be understood that the ringtone could also be output directly at the portable electronic device. However, one advantage of outputting the ringtone by the media system is that the media being output by the media system can also continue to be output in a manner such that the ringtone can still be heard. For example, when outputting the ringtone, the output of the media (step 4) could have its volume lowered. In any case, at step 9, it is determined whether the user desires to answer the call. In this embodiment, it is assumed that the user will signal the portable electronic device using a voice command. Alternatively, the user can signal the portable electronic device to answer the call through a physical selection

(e.g., button press). Hence, when the user has signaled to answer the call by a voice command, an answer call command will be executed (step 10). Since the call is being answered, a pause media command can be sent to the media system (step 11). The media system then receives and executes the pause media command (step 12). In doing so, media output is paused (step 13). Then, the user participates in the call and at some time later determines to end the call (step 14). Again the determination to end the call can be done in a voice-activated manner. Alternatively, the end of the call can be initiated through a physical selection (e.g., button press). In any case, when the determination is made to end the call (step 14), the call is ended (step 15). A resume media command can then be sent to the media system (step 16). At the media system, the resume media command can be received and executed (step 17). The media output is then resumed (step 18).

**[0068]** FIGS. 11A and 11B are flow diagrams of process 1100 according to one embodiment of the invention. Process 1100 concerns media playback and voice call handling. In one example, process 1100 can be performed by a portable electronic device supporting wireless voice communications and media playback. In another example, process 1100 can be performed by a portable electronic device supporting wireless voice communications and a media system providing media playback.

**[0069]** Process 1100 can begin with decision 1102 that determines whether a call is incoming. When decision 1102 determines that a call is not incoming, process 1100 waits for an incoming call. On the other hand, when decision 1102 determines that a call is incoming, decision 1104 determines whether media playback is active. When decision 1104 determines that media playback is not active a ringtone can be output 1106. Alternatively, when decision 1104 determines that media playback is active, the volume of the media output can be limited 1108. Also, a ringtone mixed with the media output can be output 1110. Following block 1106 or block 1110, a microphone can be activated 1112.

**[0070]** Next, decision 1114 determines whether a voice command has been received. When decision 1114 determines that a voice command has not been received, decision 1116 determines whether a time-out has occurred. The time-out refers to a predetermined period of time during which the user of the electronic device can answer the incoming call. During this period of time, the microphone is activated so that a voice command can be received. When decision 1116 determines that a time-out has not yet occurred, process 1100 returns to repeat decision 1114 to continue to determine whether a voice command has been received. When decision 1114 determines that a voice command has been received, decision 1118 can determine whether a “who is it” command has been received. The “who is it” command is one type of voice command that can be received. When decision 1118 determines that a “who is it” command has been received, then caller information can be presented 1120. Presentation 1120 of caller information can be performed using a display device and/or by audio output. Following block 1120, process 1100 returns to repeat decision 1114 and subsequent blocks.

**[0071]** On the other hand, when decision 1118 determines that the voice command received is not a “who is it” command, decision 1122 determines whether the voice command is an answer call command. When decision 1122 determines that the voice command is not an answer call

command, decision 1124 determines whether a call is to be manually answered. When decision 1124 determines that the call is not to be manually answered, then process 1100 returns to repeat decision 1114. Alternatively, when decision 1122 determines that the voice command received is an answer call command, as well as following decision 1124 when the call is to be manually answered, the media playback is paused 1126. By pausing the media playback, the user of the electronic device is able to participate in the call without being disturbed by the media playback. In another embodiment, the media playback can continue with its volume substantially limited such that it does not materially interfere with the ability of the user to participate in the call. The incoming call is also answered 1128. Audio input/output for the call can then be processed 1130.

**[0072]** As the call continues, audio pertaining to the call will be incoming and outgoing so as to carry out the conversation or communications associated with the call. Decision 1132 can determine during the call whether a voice command has been received. Here, during the call, the electronic device can render certain commands as being available to be voice-activated by a user. When decision 1132 determines that a voice command has been received, decision 1134 determines whether the voice command is an end call command. The end call command is one type of voice command that can be received. When decision 1134 determines that the voice command that has been received is not an end call command, then optionally other commands can be processed 1136. Alternatively, when decision 1132 determines that a voice command has not been received, as well as following block 1136, decision 1138 determines whether a call is to end. Here, the call can be ended by a manual operation with respect to the electronic device. In other words, decision 1138 is a manual operation that is distinct from a voice command. When decision 1138 determines that the call is not to end, process 1100 returns to repeat block 1130 and subsequent blocks. Alternatively, when decision 1138 determines that the call is to end manually, or when decision 1134 determines that the received voice command is an end call command, then the call is closed 1140. Further, the microphone is deactivated 1142. In addition, playback of the media can be resumed 1144. Also, when decision 1116 determines that a time-cut has occurred, the microphone can also be deactivated 1148. Following block 1148 or block 1144, the media output can be returned 1146 to its prior volume level. Following block 1146, process 1100 can end.

**[0073]** The media playback and voice call handling discussed above in FIGS. 10, 11A and 11B are examples of control of a media system by way of voice commands provided at a portable electronic device (or an associated accessory device). More generally, according to one embodiment of the invention, a media system can be controlled in any of a number of ways by voice commands provided at a portable electronic device (or an associated accessory device). For example, a user of the portable electronic device can provide voice commands that cause the media system to perform a channel change, a mute operation, media source change, track change, playback operation stop playback, volume adjustment, etc.

**[0074]** The electronic device as described herein can be a wireless communication device (e.g., portable telephone) capable of communication over a network. The wireless

communication device can also include other applications such as a media playback application or a media recording application.

**[0075]** The electronic device as described herein can be a media device (e.g., media player) capable of playing (including displaying) media items. The media items can pertain to audio items (e.g., audio files or songs), videos (e.g., movies) or images (e.g., photos). The media device can also include other applications such as a wireless communication application.

**[0076]** In one embodiment, the electronic device is a portable electronic device. In one implementation, the portable electronic device is a handheld electronic device. Often, portable electronic devices are handheld electronic devices that can be easily held by and within a single hand of a user. The portable electronic device can also pertain to a wearable electronic device or a miniature electronic device. However, the invention can apply to electronic devices whether portable or not.

**[0077]** FIG. 12 is a block diagram of media player 1200 according to one embodiment of the invention. Media player 1200 can include the circuitry of device 100 in FIG. 1, device 200 in FIG. 2, device 900 in FIGS. 9A-9C, device 952 in FIG. 9D, or can perform the operations described with reference to FIGS. 4-6, 10 or 11A and 11B, and/or can present a display screen as in FIGS. 7A-7C or FIGS. 8A-8D.

**[0078]** Media player 1200 can include processor 1202 that pertains to a microprocessor or controller for controlling the overall operation of media player 1200. Media player 1200 can store media data pertaining to media items in file system 1204 and cache 1206. File system 1204 is, typically, a storage disk or a plurality of disks. File system 1204 typically provides high capacity storage capability for media player 1200. File system 1204 can store not only media data but also non-media data. However, since the access time to file system 1204 is relatively slow, media player 1200 can also include cache 1206. Cache 1206 is, for example, Random-Access Memory (RAM) provided by semiconductor memory. The relative access time to cache 1206 can be substantially shorter than for file system 1204. However, cache 1206 does not have the large storage capacity of file system 1204. Further, file system 1204, when active, consumes more power than does cache 1206. The power consumption is often a concern when media player 1200 is a portable media player that is powered by battery 1207. Media player 1200 can also include RAM 1220 and Read-Only Memory (ROM) 1222. ROM 1222 can store programs, utilities or processes to be executed in a non-volatile manner. RAM 1220 provides volatile data storage, such as for cache 1206.

**[0079]** Media player 1200 can also include user input device 1208 that allows a user of media player 1200 to interact with media player 1200. For example, user input device 1208 can take a variety of forms, such as a button, keypad, dial, etc. (physical or soft implementations) each of which can be programmed to individually or in combination perform any of a suite of functions. In one implementation, user input device 1208 can be provided by a dial that physically rotates. In another implementation, user input device 1208 can be implemented as a touchpad (i.e., a touch-sensitive surface). In still another implementation, user input device 1208 can be implemented as a combination of one or more physical buttons as well as a touchpad. Still further, media player 1200 can include display 1210 (screen

display) that can be controlled by processor 1202 to display information to the user. Data bus 1211 can facilitate data transfer between at least file system 1204, cache 1206, processor 1202, and CODEC 1212.

**[0080]** Media player 1200 can also provide status monitoring of battery 1207. In this regard, media player 1200 can include battery monitor 1213. Battery monitor 1213 can be operatively coupled to battery 1207 to monitor conditions. Battery monitor 1213 can, for example, communicate battery status (or conditions) with processor 1202.

**[0081]** In one embodiment, media player 1200 can serve to store a plurality of media items (e.g., songs, videos, TV shows, podcasts, etc.) in file system 1204. When a user desires to have media player 1200 play a particular media item, a list of available media items can be displayed on display 1210. Then, using user input device 1208 (or voice commands), a user can select one of the available media items. Processor 1202, upon receiving a selection of a particular media item, can supply the media data (e.g., audio file) for the particular media item to coder/decoder (CODEC) 1212. CODEC 1212 can then produce analog output signals for speaker 1214. Speaker 1214 can, be a speaker internal to media player 1200 or external to media player 1200. For example, headphones or earphones that connect to media player 1200 could be considered an external speaker. Speaker 1214 can not only be used to output audio sounds pertaining to the media item being played, but also to output audio notifications pertaining to battery status. Notifications of battery status can also be output to display 1210.

**[0082]** In one embodiment, media player 1200 is a portable computing device that can support processing media, such as audio and/or video. For example, media player 1200 can be a music player (e.g., MP3 player), a video player, a game player, and the like. These devices are generally battery operated and highly portable so as to allow a user to listen to music, play games or video, record video or take pictures wherever the user travels.

**[0083]** In one implementation media player 1200 is a handheld device sized for placement into a pocket or hand of the user. By being handheld, media player 1200 is relatively small and easily handled and utilized by its user. By being pocket sized, the user does not have to directly carry the device and therefore the device can be taken almost anywhere the user travels (e.g., the user is not limited by carrying a large, bulky and often heavy device, as in a portable computer). Furthermore, in one implementation, the device may be operated by the user's hands; no reference surface such as a desktop is needed.

**[0084]** Media player 1200 can also include network/bus interface 1216 that couples to data link 1218. Data link 1218 can allow media player 1200 to couple to a host computer. Data link 1218 can be provided over a wired connection or a wireless connection. In the case of a wireless connection, network/bus interface 1216 can include a wireless transceiver.

**[0085]** To support wireless communications, media player 1200 can also include wireless communications module 1224. Wireless communication module 1224 can be considered to provide voice communications (e.g., calls via a cellular network), whereas network/bus interface 1216 can be considered to provide data communications. A user of media player 1200 can thus make and receive voice calls using the wireless communications module in media player 1200. Wireless communications module 1224 can also



couple to data bus **1211** to couple to processor **1202** and other resources. Media player **1200** can also include microphone **1226** for pick up of the user's voice.

**[0086]** The invention is suitable for use with battery-powered electronic devices. However, the invention is particularly well suited for handheld electronic devices, such as a handheld media device. One example of a handheld media device is a portable media player (e.g., music player or MP3 player). Another example of a handheld media device is a mobile telephone (e.g., cell phone) or Personal Digital Assistant (PDA).

**[0087]** Portable media devices can store and play audio sounds pertaining to media assets (media items), such as music, audiobooks, meeting recordings, and other speech or voice recordings. Portable media devices, such as media players, are small and highly portable and have limited processing resources. Often, portable media devices are handheld media devices which can be easily held by and within a single hand of a user.

**[0088]** One example of a media player is the iPod® media player, which is available from Apple Inc. of Cupertino, Calif.. Often, a media player acquires its media assets from a host computer that serves to enable a user to manage media assets. As an example, the host computer can execute a media management application to utilize and manage media assets. One example of a media management application is iTunes®, produced by Apple Inc.

**[0089]** "Media items." as used herein, is digital data that pertains to at least one of audio, video, or images. Media items are also referred to as digital media assets. The digital data for media items can be referred to as media data or media content. Some examples of specific forms of media items include, but are not limited to, songs, albums, audiobooks, playlists, movies, music videos, photos, computer games, podcasts, audio and/or video presentations, news reports, and sports updates. Video media items include movies, music videos, video presentations, and any other media items having a video characteristic.

**[0090]** U.S. patent application Ser. No. 11/209,367, filed Aug. 22, 2005, and entitled "AUDIO STATUS INFORMATION FOR A PORTABLE ELECTRONIC DEVICE." is hereby incorporated herein by reference.

**[0091]** U.S. patent application Ser. No. 11/565,890, filed Dec. 1, 2006, and entitled "POWER CONSUMPTION MANAGEMENT FOR FUNCTIONAL PRESERVATION IN A BATTERY-POWERED ELECTRONIC DEVICE," is hereby incorporated herein by reference.

**[0092]** U.S. patent application Ser. No. 10/981,993, filed Nov. 4, 2004, and entitled "AUDIO USER INTERFACE FOR COMPUTING DEVICE," is hereby incorporated herein by reference.

**[0093]** The various aspects, embodiments, implementations or features of the invention can be used separately or in any combination.

**[0094]** The invention is preferably implemented by software, hardware or a combination of hardware and software. The invention can also be embodied as computer readable code on a computer readable medium. The computer readable medium is any data storage device that can store data which can thereafter be read by a computer system. Examples of the computer readable medium include read-only memory, random-access memory, CD-ROMs, DVDs, magnetic tape, optical data storage devices, and carrier waves. The computer readable medium can also be distrib-

uted over network-coupled computer systems so that the computer readable code is stored and executed in a distributed fashion.

**[0095]** The advantages of the invention are numerous. Different aspects, embodiments or implementations may, but need not, yield one or more of the following advantages. One advantage of the invention is that an electronic device can be user controlled through voice commands. Another advantage of the invention is that available voice commands can be context sensitive for robust and power efficient operation. Yet another advantage of the invention is that an electronic device can intelligently interact with a nearby media system to provide multiple functions (e.g., media playback and wireless voice communications).

**[0096]** The many features and advantages of the present invention are apparent from the written description. Further, since numerous modifications and changes will readily occur to those skilled in the art, the invention should not be limited to the exact construction and operation as illustrated and described. Hence, all suitable modifications and equivalents may be resorted to as falling within the scope of the invention.

What is claimed is:

1. (canceled)
2. A non-transitory computer-readable storage medium storing one or more programs configured to be executed by one or more processors of an electronic device, the one or more programs including instructions for:
  - receiving a voice command;
  - determining whether the voice command corresponds to a command sequence;
  - in response to determining that the voice command corresponds to the command sequence:
    - retrieving the command sequence;
    - executing a first command associated with the command sequence;
    - determining whether other commands are associated with the command sequence; and
  - in response to determining that a second command is associated with the command sequence, executing the second command associated with the command sequence.
3. The non-transitory computer-readable storage medium of claim 1, wherein the command sequence is retrieved from a data store.
4. The non-transitory computer-readable storage medium of claim 1, wherein the first command and second command are arranged in a particular order in the command sequence.
5. The non-transitory computer-readable storage medium of claim 1, the one or more programs further including instructions for:
  - providing an output based on the executed first command associated with the command sequence.
6. The non-transitory computer-readable storage medium of claim 1, the one or more programs further including instructions for:
  - in response to determining that the first command and second command have been executed, exiting the command sequence.
7. The non-transitory computer-readable storage medium of claim 1, the one or more programs further including instructions for:

determining a state of the electronic device; and retrieving the command sequence in accordance with a determination that the state of the electronic device matches a predetermined state.

8. The non-transitory computer-readable storage medium of claim 1, wherein determining whether the voice command corresponds to a command sequence further comprises:

comparing the voice command to a plurality of stored command sequences; and

selecting the command sequence that matches the voice command.

9. The non-transitory computer-readable storage medium of claim 1, wherein the electronic device is a multi-function device supporting a plurality of functions, one of the functions being wireless voice communications and another of the functions being media playback or media recording.

10. The non-transitory computer-readable storage medium of claim 1, the one or more programs further including instructions for:

in response to determining that the voice command does not correspond to the command sequence:

determining a task associated with the voice command; and executing the task associated with voice command.

11. The non-transitory computer-readable storage medium of claim 1, wherein the voice command is a first voice command and the command sequence is a first command sequence, the one or more programs further including instructions for:

in response to determining that the voice command does not correspond to the command sequence:

receiving a second voice command;

determining whether the second voice command corresponds to a second command sequence;

in response to determining that the second voice command corresponds to the second command sequence:

retrieving the second command sequence; and

executing a third command associated with the second command sequence.

12. The non-transitory computer-readable storage medium of claim 1, wherein the first command and the second command are both commands for an application.

13. The non-transitory computer-readable storage medium of claim 11, wherein the first command and the second command are both associated with the same application.

14. The non-transitory computer-readable storage medium of claim 11, wherein the first command is associated with a first application and the second command is associated with a second application.

15. A method for activating a digital assistant, the method comprising:

at an electronic device comprising a processor and memory: receiving a voice command;

determining whether the voice command corresponds to a command sequence;

in response to determining that the voice command corresponds to the command sequence:

retrieving the command sequence;

executing a first command associated with the command sequence;

determining whether other commands are associated with the command sequence; and

in response to determining that a second command is associated with the command sequence, executing the second command associated with the command sequence.

16. An electronic device for activating a digital assistant, the electronic device comprising a processor and memory storing one or more programs for execution by the processor, the one or more programs comprising instructions for: receiving a voice command;

determining whether the voice command corresponds to a command sequence;

in response to determining that the voice command corresponds to the command sequence:

retrieving the command sequence;

executing a first command associated with the command sequence;

determining whether other commands are associated with the command sequence; and

in response to determining that a second command is associated with the command sequence, executing the second command associated with the command sequence.

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