

Technical Disclosure Commons

Defensive Publications Series

August 24, 2016

METHOD FOR STORING AND RETRIEVAL OF HISTORY FOR MOBILE DEVICES

Hassan Abolhassani

Follow this and additional works at: http://www.tdcommons.org/dpubs_series

Recommended Citation

Abolhassani, Hassan, "METHOD FOR STORING AND RETRIEVAL OF HISTORY FOR MOBILE DEVICES", Technical Disclosure Commons, (August 24, 2016)
http://www.tdcommons.org/dpubs_series/254



This work is licensed under a [Creative Commons Attribution 4.0 License](https://creativecommons.org/licenses/by/4.0/).

This Article is brought to you for free and open access by Technical Disclosure Commons. It has been accepted for inclusion in Defensive Publications Series by an authorized administrator of Technical Disclosure Commons.

METHOD FOR STORING AND RETRIEVAL OF HISTORY FOR MOBILE DEVICES

ABSTRACT

A system and method for storing and retrieval of history for mobile devices is disclosed. Each history item includes a type and a uniform resource identifier through introduction of a “typed history” at operating system (OS) level. The operating system is provided with an application program interface (API) and a user interface to store and activate the stored history items. The retrieval of history items is not limited to the items stored in one application alone, but items could also be retrieved by type across all applications.

BACKGROUND

In some mobile applications, storing history and the possibility of going back to a specific page is well established. For example, web browsers allow a user to view a browsing history of pages that have been visited and get back to one if needed. However, this feature is not implemented as a part of the operating system (OS) and hence the histories are kept in local applications. In the mobile world, a standardized history repository that could be used by different applications will merit the users to return to the page that they were working on previously. Since there are many interruptions possible while using a mobile phone, such a feature would be highly desirable for the mobile environment. For example, if the user is writing an email but in the meantime gets a call, the user has to get back to the email application, open the draft folder, and then select the item to continue writing the email. In another example, if the user opens a web page in an application but for some reason wants to open the same page in another application, he needs to copy the URL from the current browser and paste it in the new

browser, which involves several steps. Currently, browsing history is available in web browser environments. However, in mobile applications/OS, there is no cross browser capability in the history and this feature is not also supported by the operating systems. So, a convenient method of use is proposed here, that allows a person to access history and select the application to use with the relevant page.

DESCRIPTION

A system and method for storing and retrieval of history for mobile devices is disclosed. Each history item includes a type and a uniform resource identifier by introducing a “typed history” at operating system (OS) level. The operating system is provided with an application program interface (API) and a user interface to store and activate the stored history item. The system is also provided with typical management facilities to browse, order or delete a history item.

The disclosed system and method utilizes the operating system’s application program interface (OS-API) to store and retrieve the relevant history items. The retrieval of history items is not limited to the items stored in one application alone, but items could also be retrieved by type across all applications.

An important feature of the method is that history items are kept independent of the applications created. Even when an application is deleted, the related history items could be used in a different application or even shared between users and systems. Further, an application developer could create and use history items easily through the operating system (OS). If the user desires, a history item created by one application could be opened by other applications.

Therefore, this method requires less effort for mobile users to proceed with an interrupted activity, which happens frequently when using mobile devices.