

Exhibit H

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

Chart Detailing Defendants' Infringement of U.S. Patent No. 8,924,192

Wapp Tech Ltd. & Wapp Tech Corp. v. Apple Inc., Capital One, N.A., Capital One Services, LLC, Frost Bank, and Cullen/Frost Bankers, Inc.,
Case No. 4:25-cv-230-ALM (E.D. Tex.)

The Accused Instrumentalities include Xcode Developer Tools from Apple Inc. that Defendants make, use, sell, and offer for sale to develop applications for iOS mobile devices. Xcode Developer Tools include tools such as the Xcode integrated development environment ("IDE"), Network Link Conditioner, Instruments, and Simulator.

Based on the information presently available to them, Plaintiffs Wapp Tech Limited Partnership and Wapp Tech Corp. ("Wapp" or "Plaintiffs") are informed and believe that Defendants directly and indirectly infringe at least claims 1 and 60 of U.S. Patent No. 8,924,192 (the "'192 Patent").

Infringement Chart for U.S. Patent No. 8,924,192 (Apple’s Xcode Developer Tools)

TABLE OF CONTENTS

CLAIM 1 3

[1pre] A system for developing an application for a mobile device comprising:..... 3

1. Network Link Conditioner on iOS Device (e.g., iPhone 12) 7

2. Network Link Conditioner on MacOS Computer/Xcode 10

[1a1] a software authoring interface..... 16

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;..... 19

1. Xcode Developer Tools Emulation/Simulation Overview 19

2. Xcode Developer Tool Display Overview 38

[1b] wherein the software authoring interface is further configured to simulate a network connection state encountered by the mobile device.... 59

1. Network Link Conditioner on iOS..... 60

2. Network Link Conditioner on MacOS..... 62

CLAIM 60 63

[60a] A system comprising: an application configured to enable a user to modify a photo on the mobile device, ... 63

[60b] wherein the application is developed using a software authoring platform configured to simultaneously visually emulate, via one or more profile display windows, a plurality of hardware characteristics indicative of performance of the mobile device when executing the application..... 64

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1pre] A system for developing an application for a mobile device comprising:

Claim 1

[1pre] A system for developing an application for a mobile device comprising:

The Accused Instrumentalities, such as Apple's Xcode Developer Tools (including at least Xcode IDE, Network Link Conditioner, Instruments, and Simulator), are a system for developing an application for a mobile device, such as an iPhone, iPad, or Apple Watch. Defendants develop their mobile applications through their use of the Apple Xcode Developer Tools by writing the source code for the applications, compiling that source code, testing the source code, and ultimately submitting the applications for distribution (such as by submitting them to the Apple App Store).

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1pre] A system for developing an application for a mobile device comprising:

Xcode

Build, test, and submit your app with Apple's integrated development environment.

Overview

Xcode is a suite of tools developers use to build apps for Apple platforms. Use Xcode to manage your entire development workflow — from creating your app to testing, optimizing, and submitting it to the App Store.

<https://developer.apple.com/documentation/Xcode/>, accessed on 2024/03/13.

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1pre] A system for developing an application for a mobile device comprising:

Xcode also includes several development tools to help you rapidly prototype and test your app. Use Simulator for rapid prototyping and testing your app in a simulated environment when a real device isn't available. Use Instruments to profile and analyze your app, improve performance, and investigate system resource usage. Construct 3D content with Reality Composer, train custom machine learning models with Create ML, and identify areas of your app that aren't accessible with Accessibility Inspector.

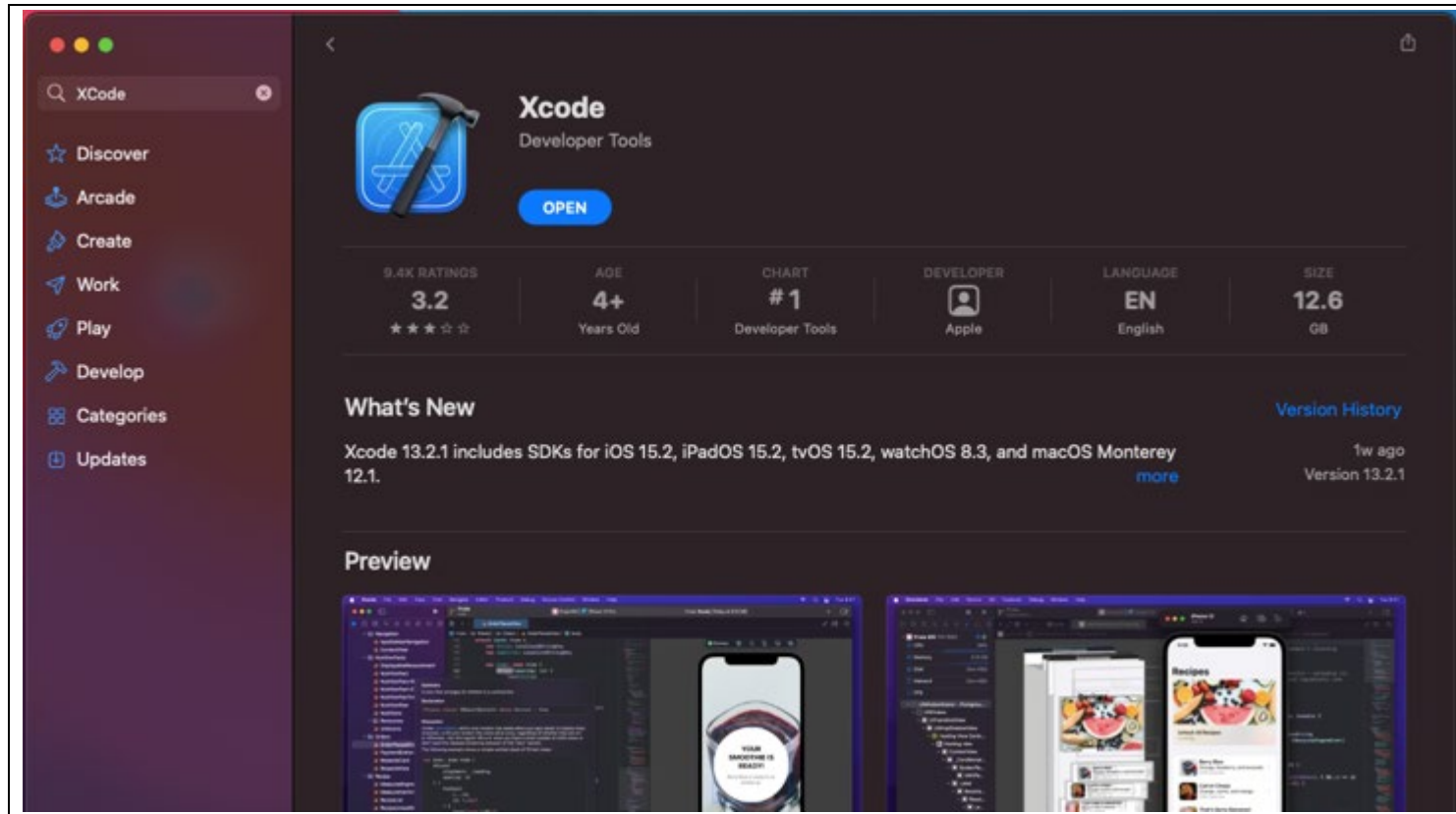
<https://developer.apple.com/documentation/Xcode/>, accessed on 2024/03/13.

Xcode IDE is Apple's integrated development environment ("IDE")—it enables developers to develop applications by writing source code and compiling that source code into programs that will run on iOS devices such as iPhones and iPads. Developers submit those applications to Apple's app store for distribution to users. Xcode IDE itself runs on a computer running MacOS operating system. Applications developed in Xcode are either executed on a physical iOS device (such as an iPhone), or executed on the computer running Xcode using a simulator. Simulators for various iOS devices are included with Xcode, along with Instruments used to measure the performance of the application being executed.

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1pre] A system for developing an application for a mobile device comprising:

On information and belief, Defendants use Apple's Xcode Developer Tools installed from a source such as Apple's App Store, shown below:



Installing Apple's Xcode Developer Tools results in the installation of infringing Accused Instrumentalities, including Xcode IDE, Instruments, and Simulator.

Network Link Conditioner is an application that simulates/emulates network characteristics such as bandwidth limitations, packet loss, latency, etc. Network Link Conditioner may be (1) installed/activated in the settings menu on an iOS device (such as an iPhone),

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1pre] A system for developing an application for a mobile device comprising:

for example, when the developer plugs in that iOS device to a computer running Xcode, or (2) installed on the computer running Xcode by selecting menu options from Xcode. Running Network Link Conditioner allows simulation/emulation of network characteristics.

1. Network Link Conditioner on iOS Device (e.g., iPhone 12)

The below screenshots demonstrate how a developer accesses Network Link Conditioner on an Apple iPhone 12 iOS Device. Note that the references to an iPhone 12 (and all other specific device models referenced throughout this document) are illustrative, and infringement is not limited to any specific model or version of iOS or MacOS device.

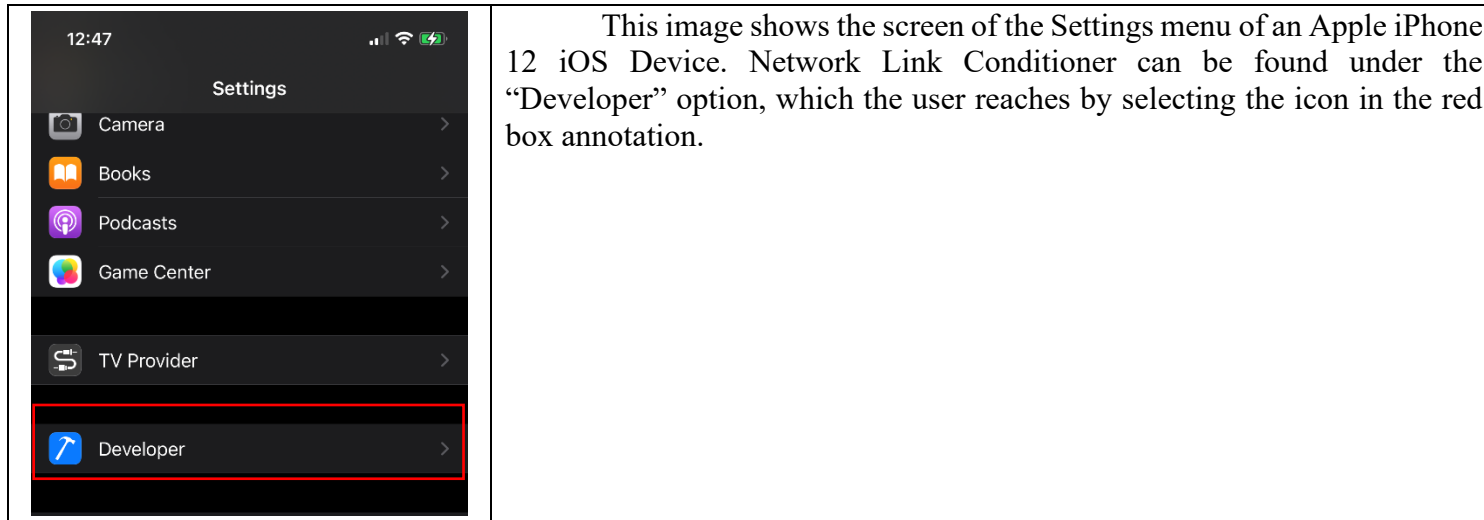
Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1pre] A system for developing an application for a mobile device comprising:



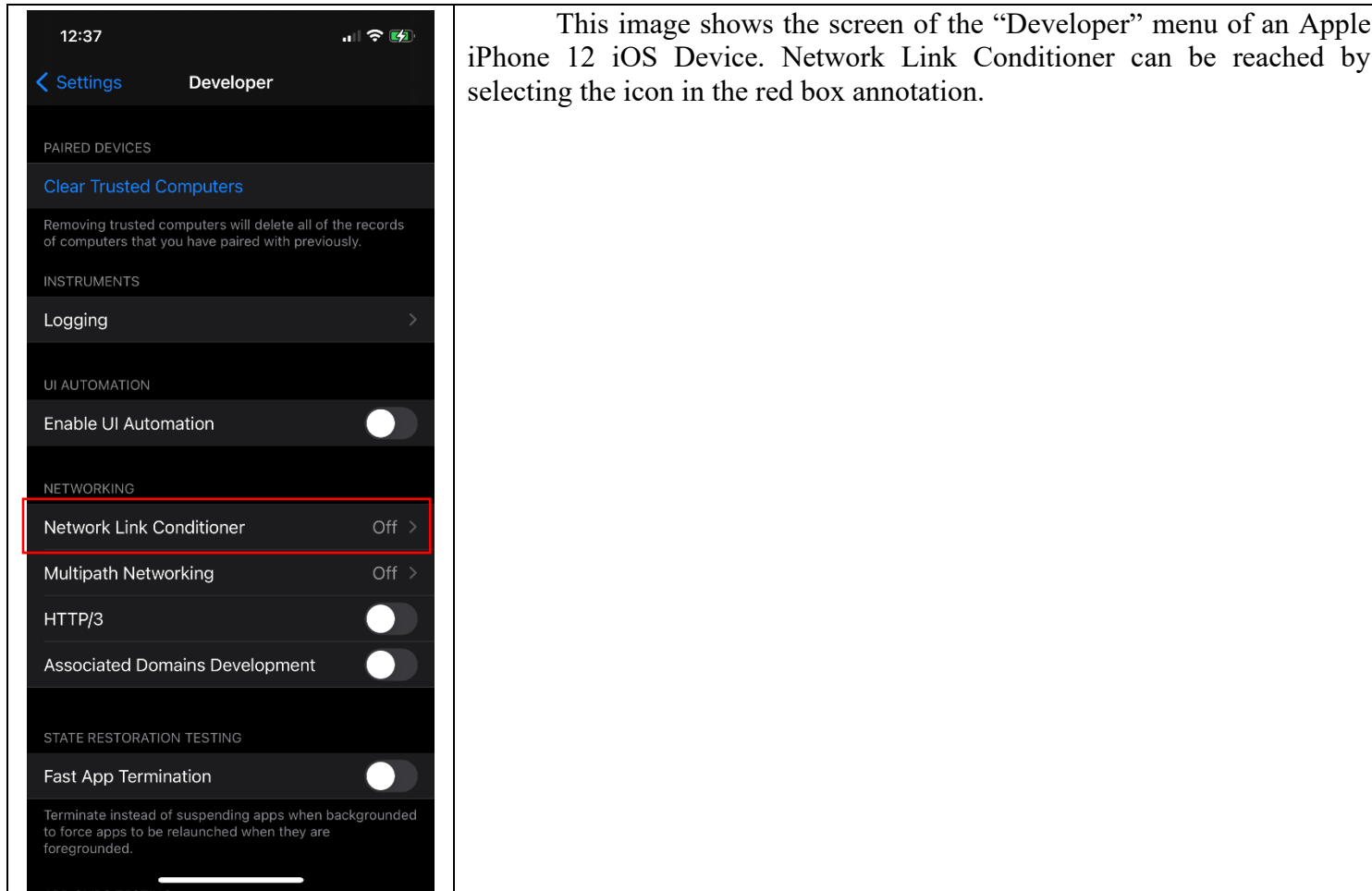
Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1pre] A system for developing an application for a mobile device comprising:



Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1pre] A system for developing an application for a mobile device comprising:

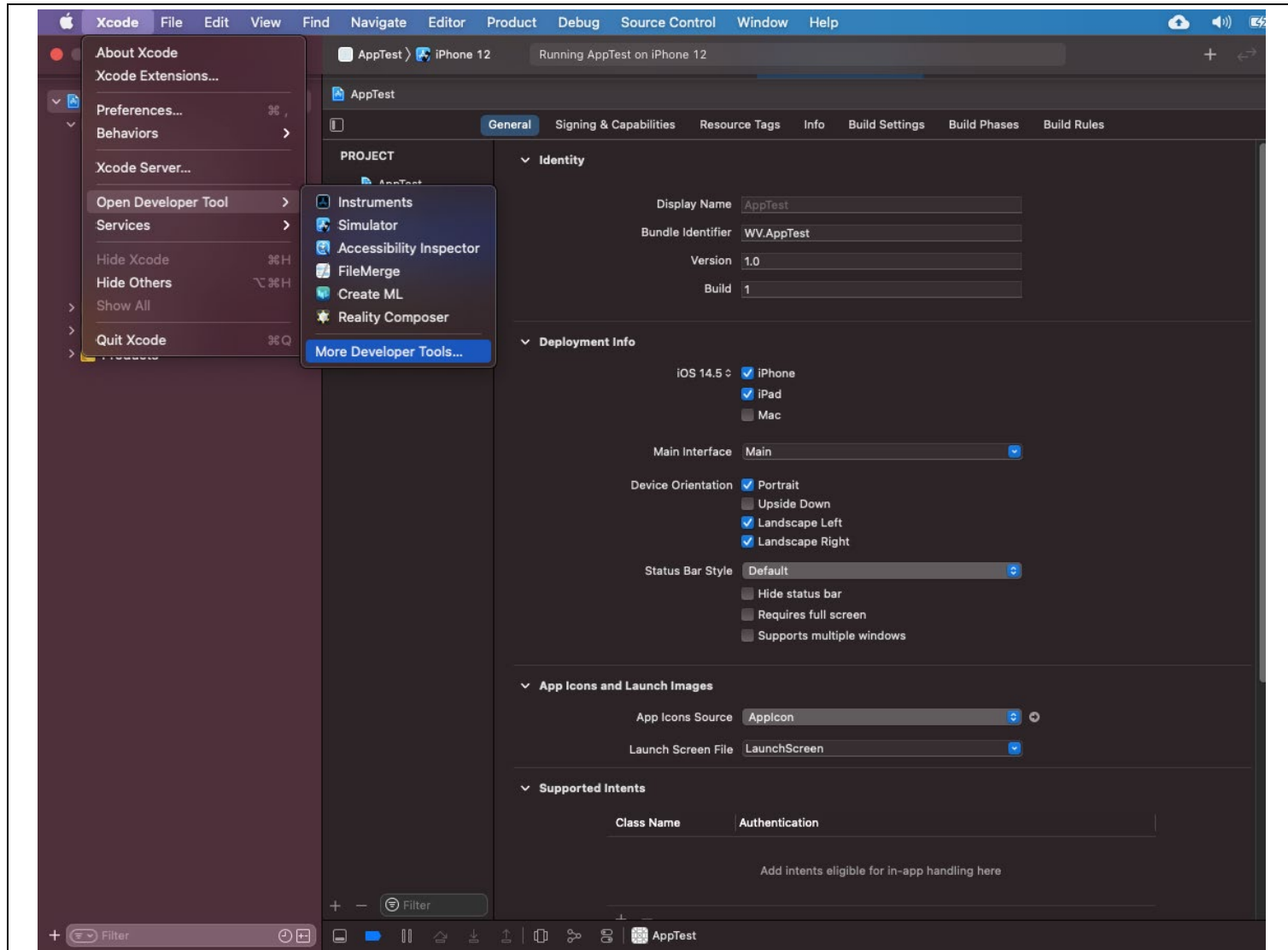


2. Network Link Conditioner on MacOS Computer/Xcode

Network Link Conditioner can also be installed on a computer running Apple’s MacOS, as shown below.

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1pre] A system for developing an application for a mobile device comprising:

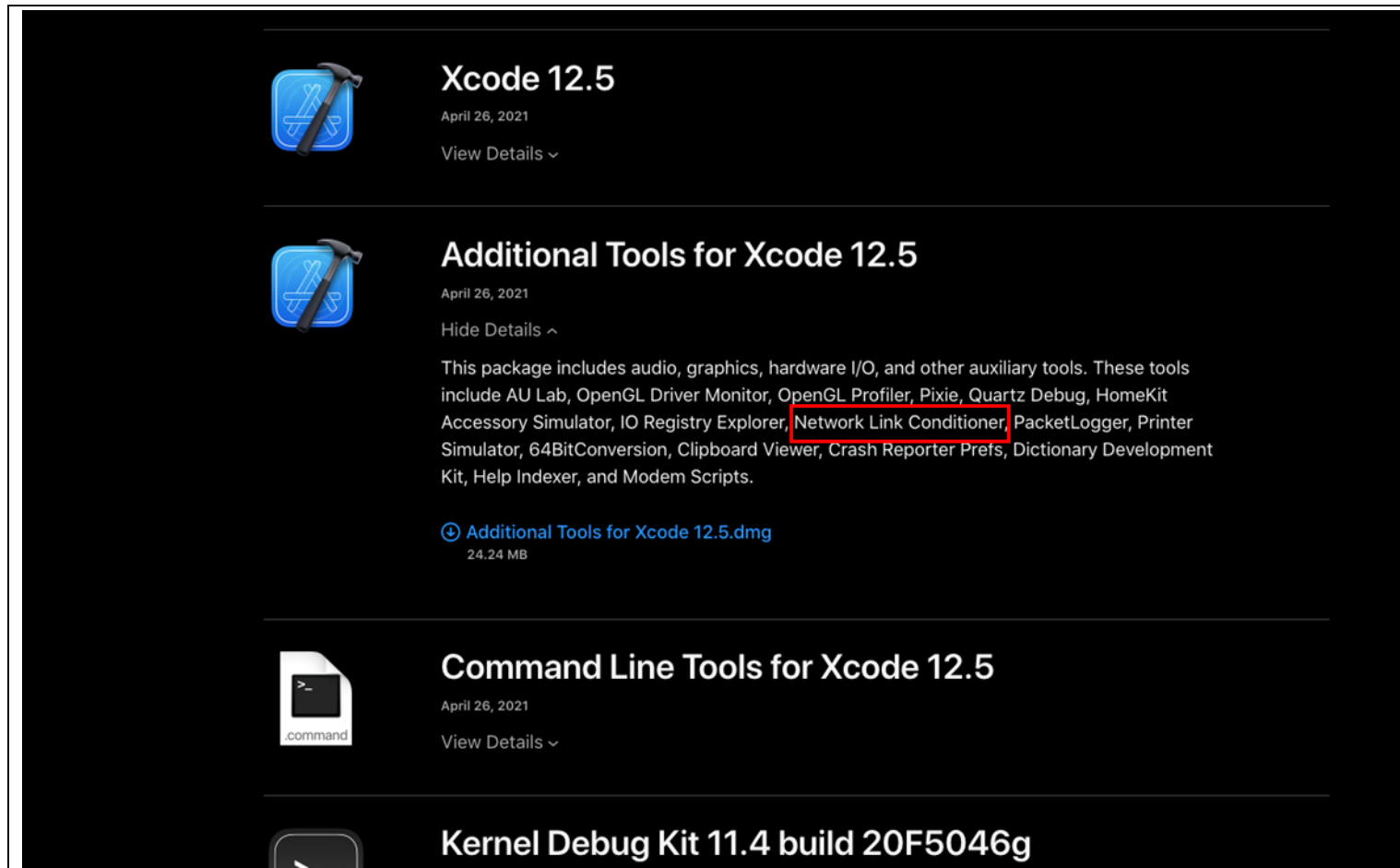


The above image shows the Xcode IDE. A user can access additional Developer Tools by selecting Xcode->Open Developer Tool->More Developer Tools...

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1pre] A system for developing an application for a mobile device comprising:

Selecting “More Developer Tools...” opens a web browser to a web page where Additional Tools (including Network Link Conditioner) can be downloaded:



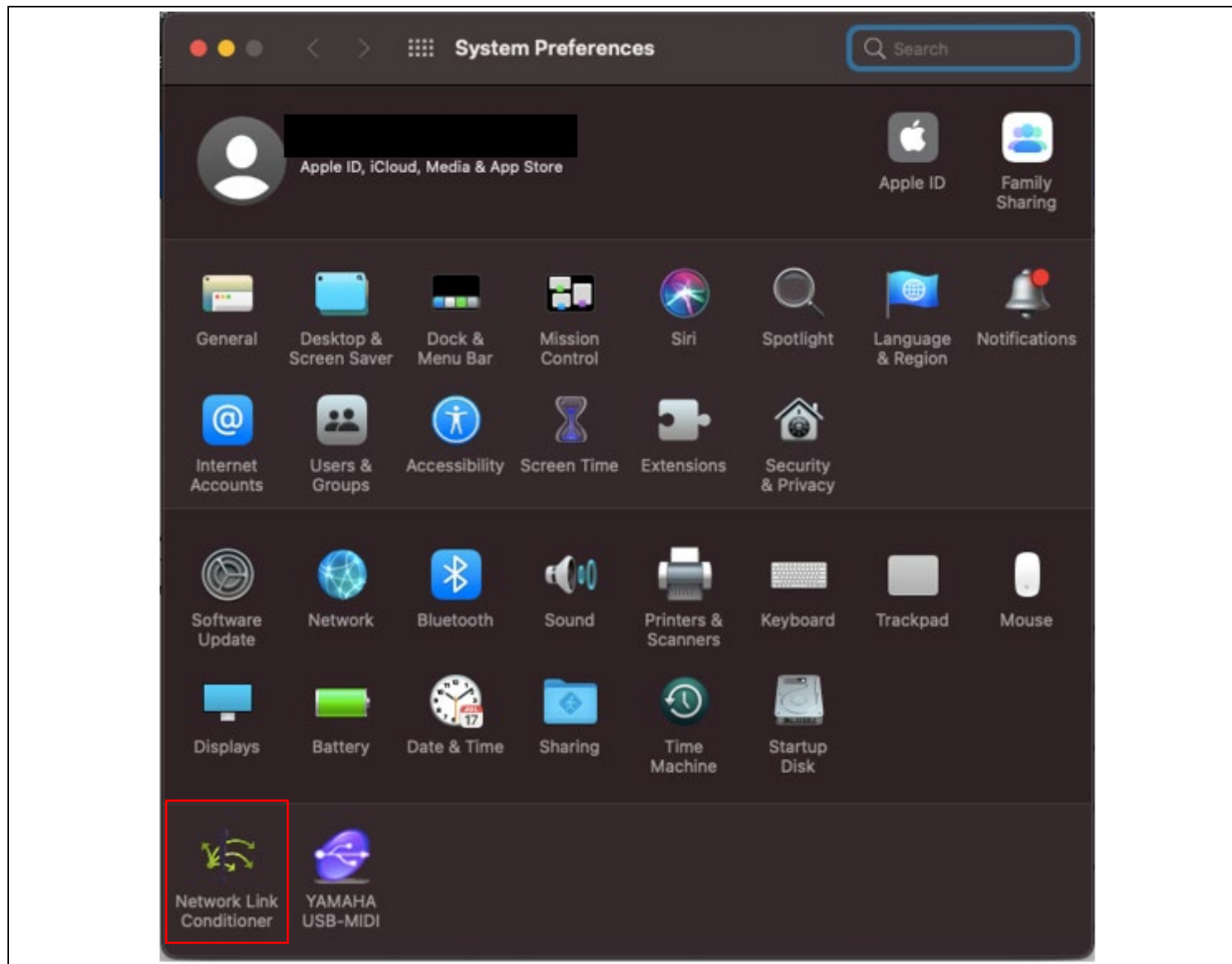
Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1pre] A system for developing an application for a mobile device comprising:

Network Link Conditioner is installed to (and executed from) the System Preferences preference pane in MacOS:

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1pre] A system for developing an application for a mobile device comprising:



Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1pre] A system for developing an application for a mobile device comprising:

The above image shows the System Preference pane on a MacOS computer. The Network Link Conditioner can be reached by selecting the icon in the annotated red box.

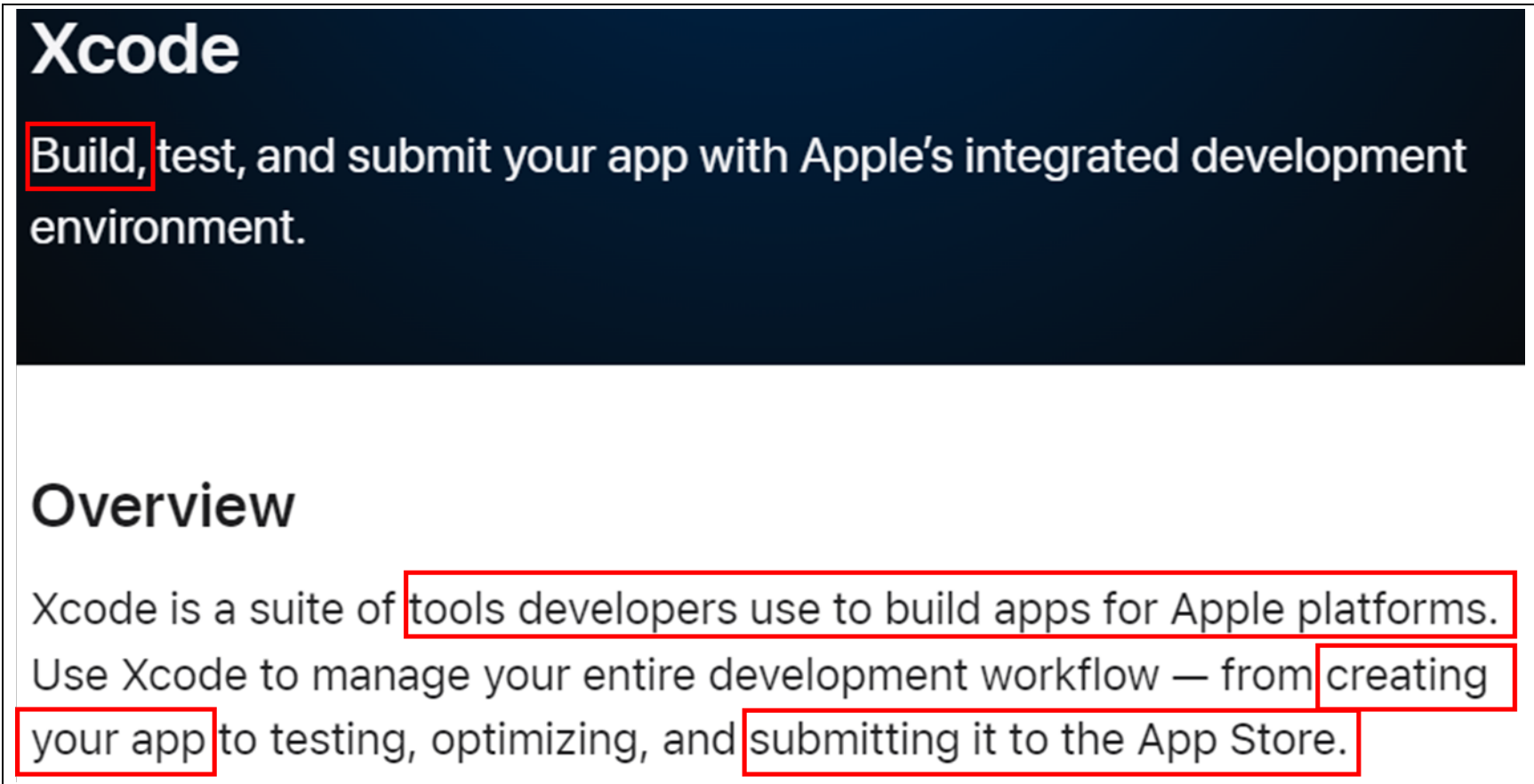
On information and belief, Defendants use Apple's Xcode Developer Tools to develop mobile applications for their businesses. On information and belief, Defendants' development of mobile applications includes using the features detailed throughout this document.

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a1] a software authoring interface

[1a1] a software authoring interface

Apple's Xcode Developer Tools provide a software authoring interface used to develop mobile applications. Developers use Xcode Developer tools to develop applications by writing source code and compiling that source code into programs that will run on iOS devices such as iPhones and iPads. Developers submit those applications to Apple's app store for distribution to users:



Xcode

Build, test, and submit your app with Apple's integrated development environment.

Overview

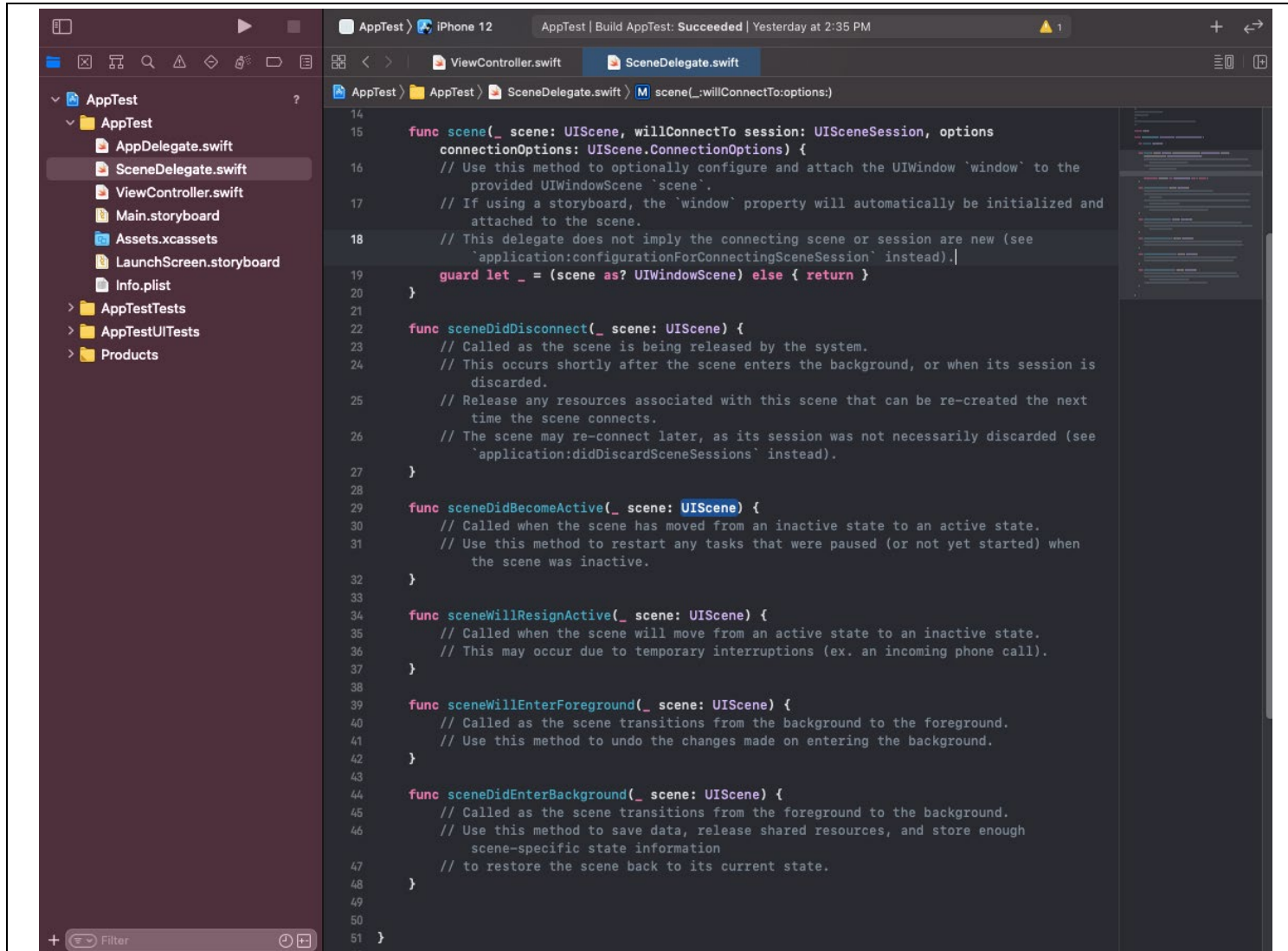
Xcode is a suite of tools developers use to build apps for Apple platforms. Use Xcode to manage your entire development workflow — from creating your app to testing, optimizing, and submitting it to the App Store.

<https://developer.apple.com/documentation/Xcode/>, accessed on 2024/03/13.

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a1] a software authoring interface

An example of a software authoring interface from Apple's Xcode Developer Tools is shown below:



Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a1] a software authoring interface

The above image shows an example screen from Xcode IDE. The left pane displays different files which make up an application named “AppTest” (the software being authored). The right pane displays the source code for a file named “SceneDelegate.swift” (which contains source code related to certain visual elements of the sample application).

As shown above and in other charts, Xcode Developer Tools including Xcode IDE are used to write and compile source code and test the source code.

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

Software authoring interfaces of Apple's Xcode Developer Tools are configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application.

Discussion of this limitation is broken into several sections: (1) provides an overview of how Xcode Developer Tools simulate/emulate characteristics of networks; and (2) provides an overview of how Xcode Developer Tools display resources available to or utilized by applications.

1. Xcode Developer Tools Emulation/Simulation Overview

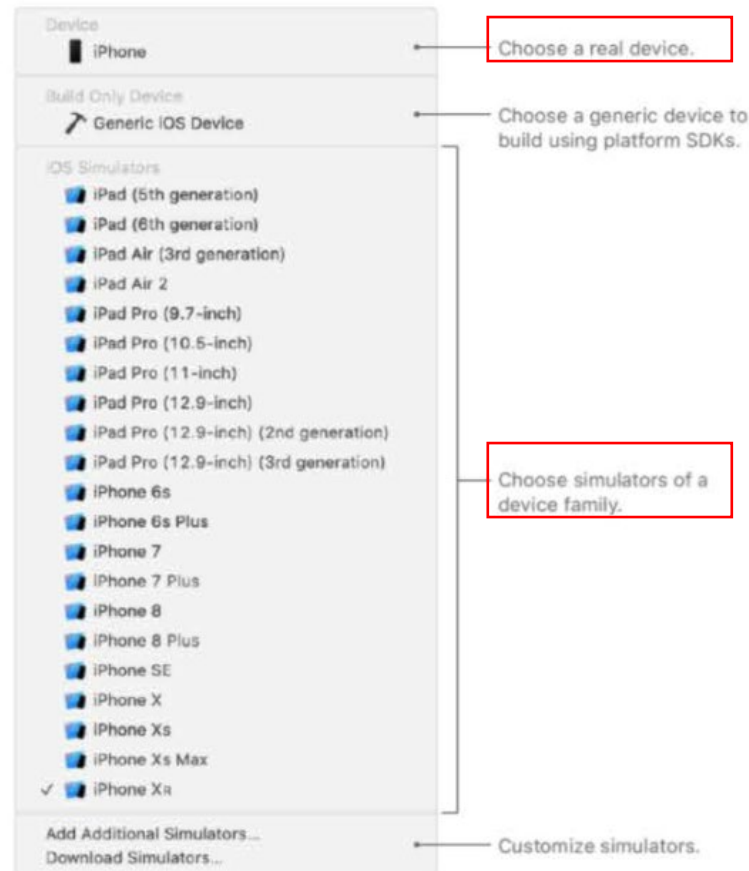
When an Xcode user writes an application, the user can choose to execute that application on either a physical device, or on a simulator by selecting the destination from within Xcode IDE:

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

Select a Simulated Device

For iOS, tvOS, and watchOS apps, you can choose a simulated device, under [Platform] Simulators, from the *run destination menu* next to the scheme menu in the toolbar.



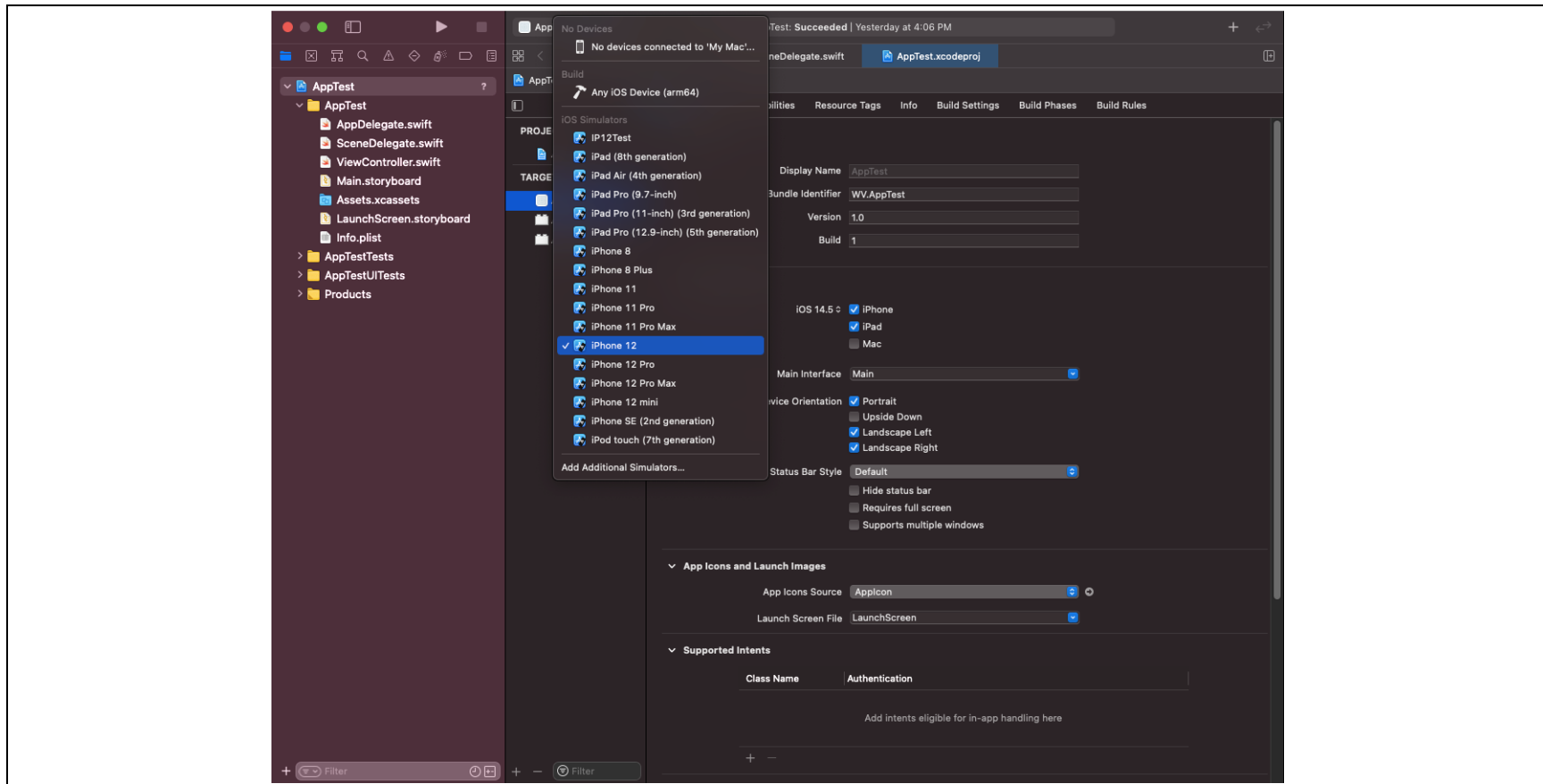
To add additional simulators of a product family running older versions of the operating system, choose Add Additional Simulators.

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

<https://developer.apple.com/documentation/Xcode/running-your-app-in-the-simulator-or-on-a-device>, accessed on December 28, 2021.

Xcode displays a list of iOS mobile device models (such as iPhones and iPads) from which a user can select to simulate how the application will run on that model. The application being developed can then be deployed on a model that is specific to that device.

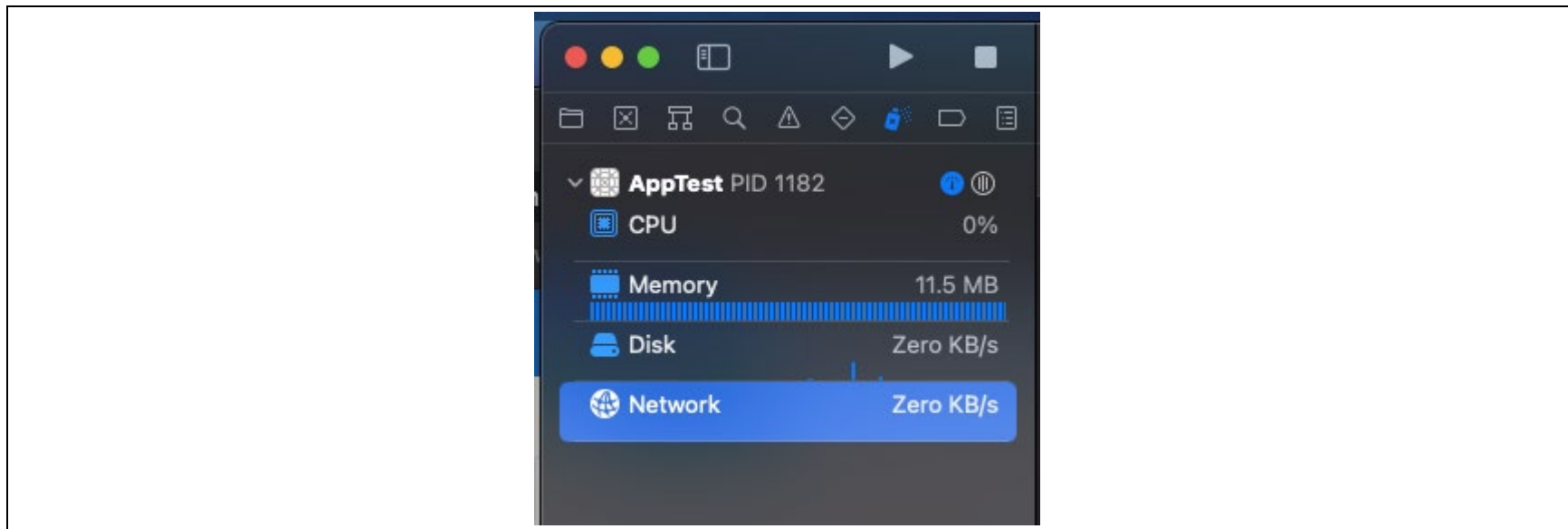


Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

Each model includes characteristics indicative of a corresponding mobile device, such as screen size, resolution, and button availability.

Xcode Simulator can also be used to simulate other mobile device characteristics, such as the CPU, Memory, and Disk Storage that would be available to the application if it were running on a physical device. For example, the screenshot below shows resource usage and availability of an application called “AppTest” as it is being run on a simulated iPhone 12:



These characteristics are shown for both simulated and physical devices.

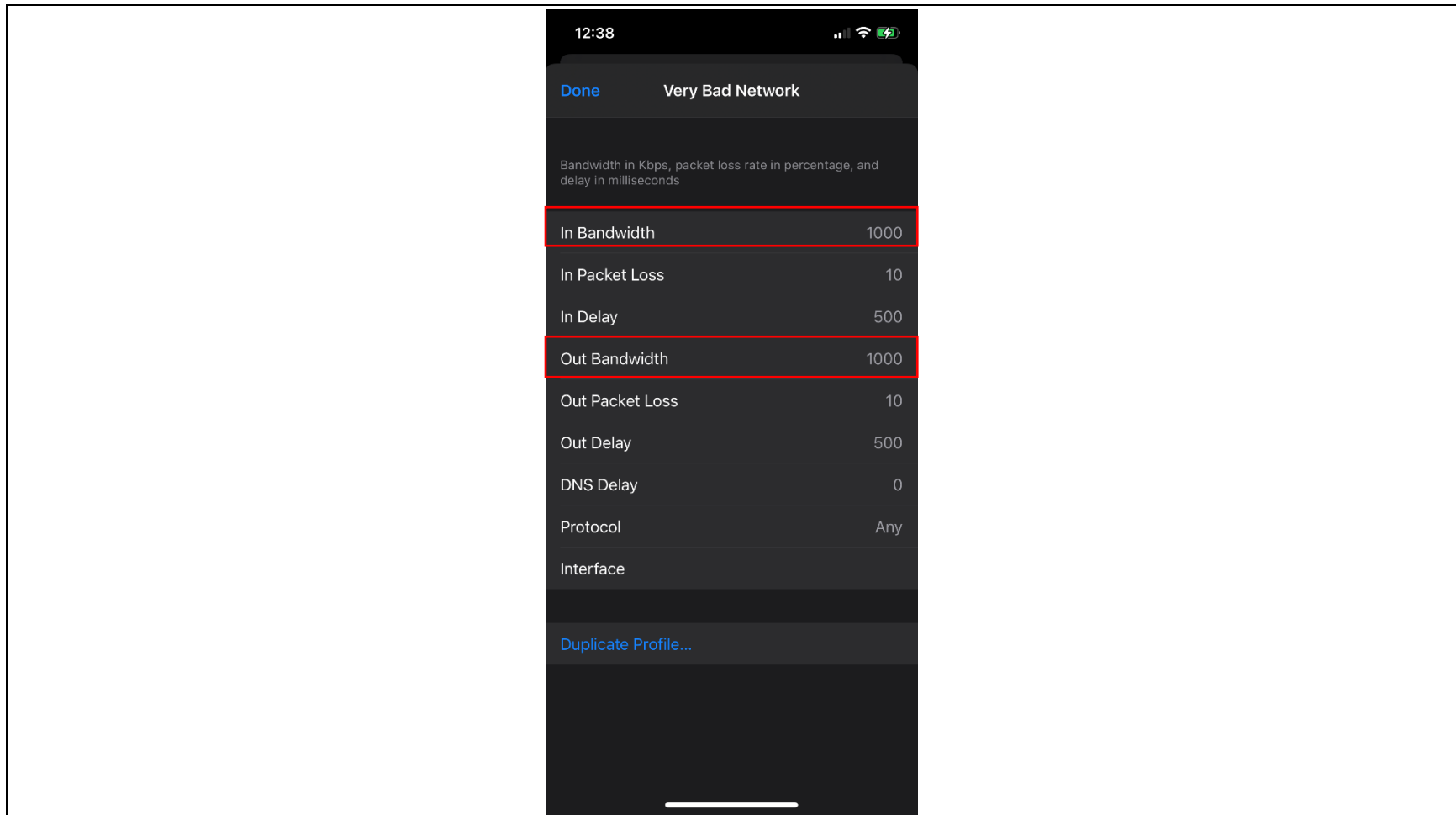
Network Link Conditioner (in combination with either Xcode Simulator or a physical device) can be used to emulate/simulate network characteristics indicative of performance of the mobile device when executing the application.

Emulated network characteristics include, *inter alia*, in/out bandwidth, in/out packet loss, in/out delay, and DNS delay. These network characteristics can be set in Network Link Conditioner either on a physical iOS device, or in the Network Link Conditioner in

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

MacOS. For example, by setting bandwidth limits through Network Link Conditioner, a developer can limit the bandwidth available to be used by the application being executed.



Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

As shown below, Network Link Conditioner settings can be set on both (a) a physical iOS device, as well as (b) a MacOS device (such as a computer). Setting the Network Link Conditioner settings on a MacOS device simulates/emulates the network characteristics available to be used by applications running on Xcode Simulator on that same MacOS device.

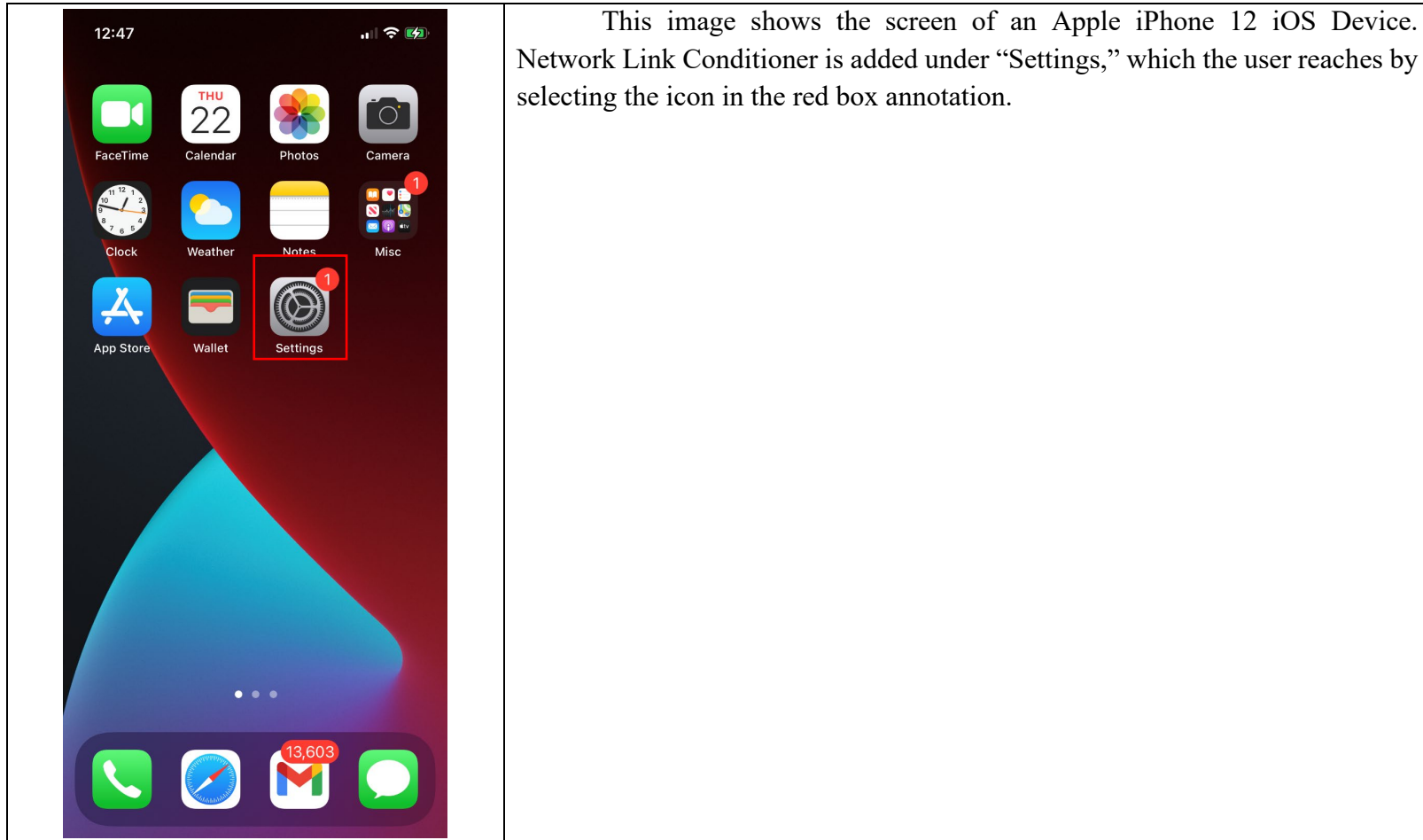
By setting the emulated/simulated network values in Network Link Conditioner, a developer can limit, for example, maximum available bandwidth into or out of the device. After setting these limits, a developer will know what bandwidth is available to the device, for example by comparing current bandwidth usage against the maximum bandwidth available.

a. Network Link Conditioner on iOS

The following steps are performed on an iOS Device, such as an iPhone 12. Note that the use of a specific model or version device is merely exemplary, and not meant to be limiting.

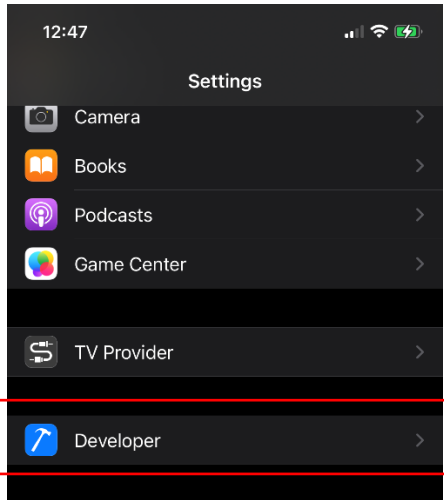
Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;



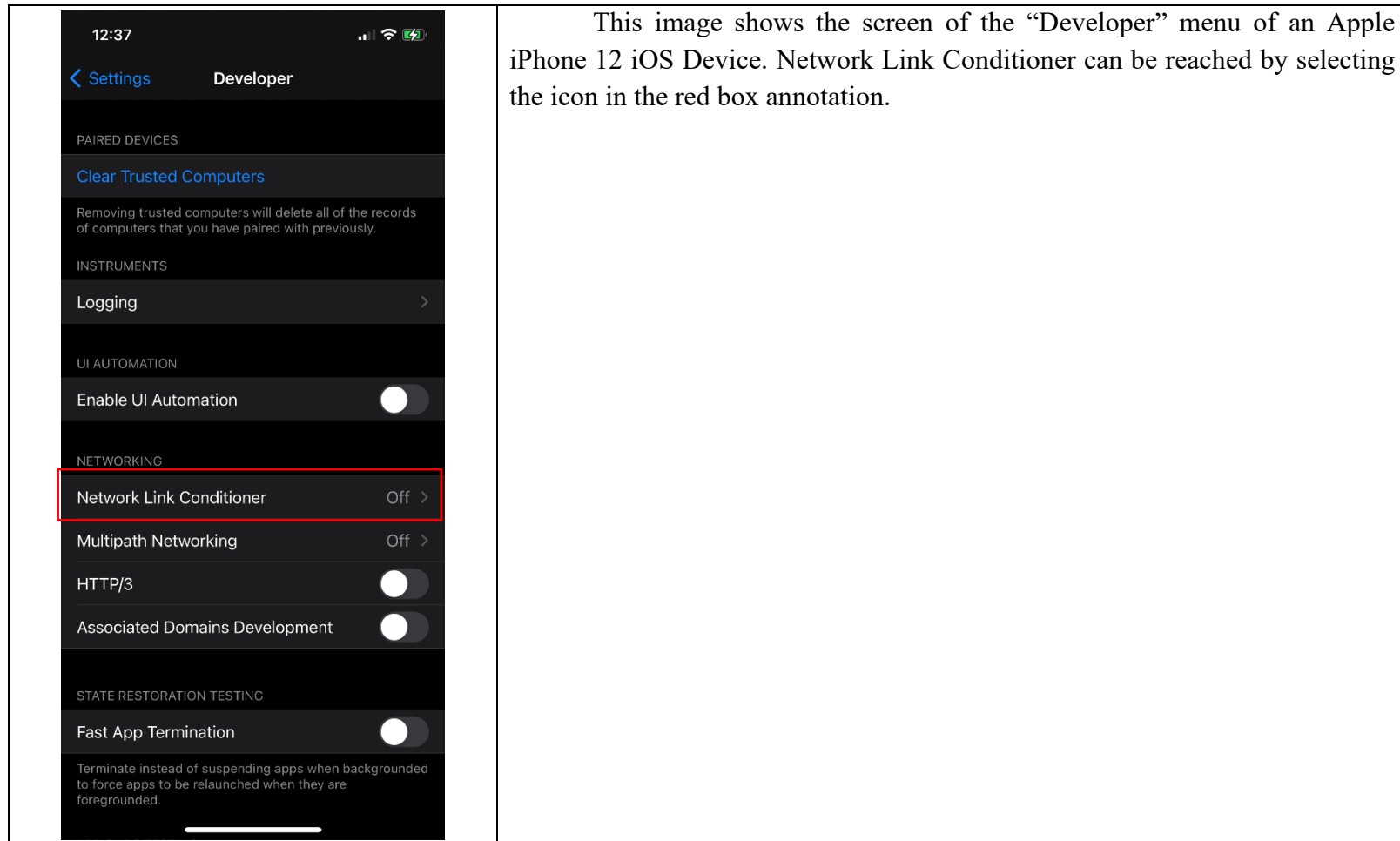
Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

	This image shows the screen of the Settings menu of an Apple iPhone 12 iOS Device. Network Link Conditioner can be found under the “Developer” option, which the user reaches by selecting the icon in the red box annotation.
---	---

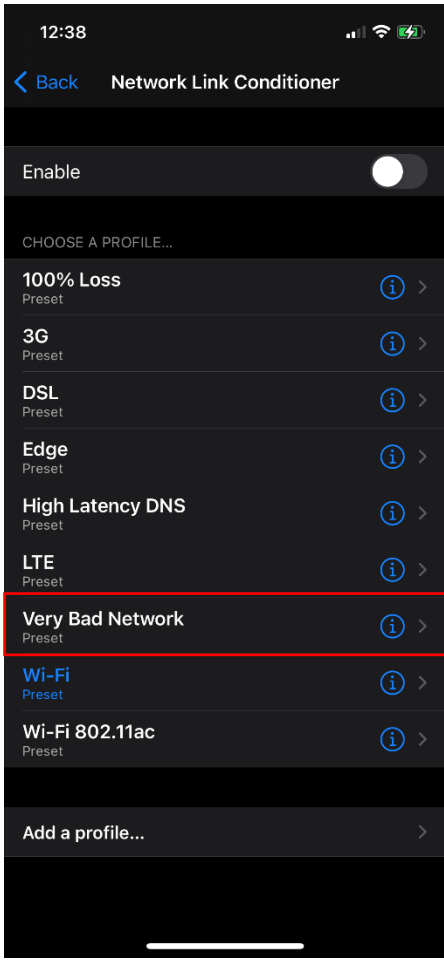
Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;



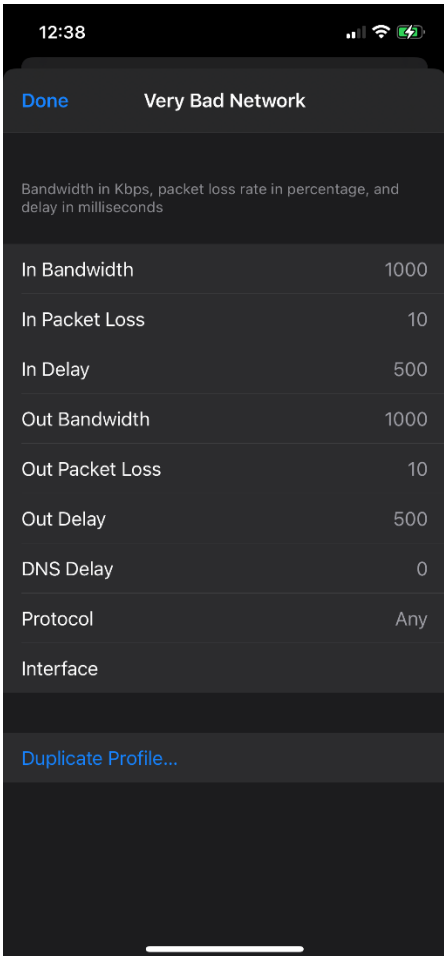
Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

	This image shows the Network Link Conditioner menu. The toggle button at the top of the menu indicates whether Network Link Conditioner is enabled on the device. The user can select a Network Profile which determines which network characteristics will be emulated/simulated. For example, if the user selects the “Very Bad Network,” then the user will be taken to the screen below.
--	---

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

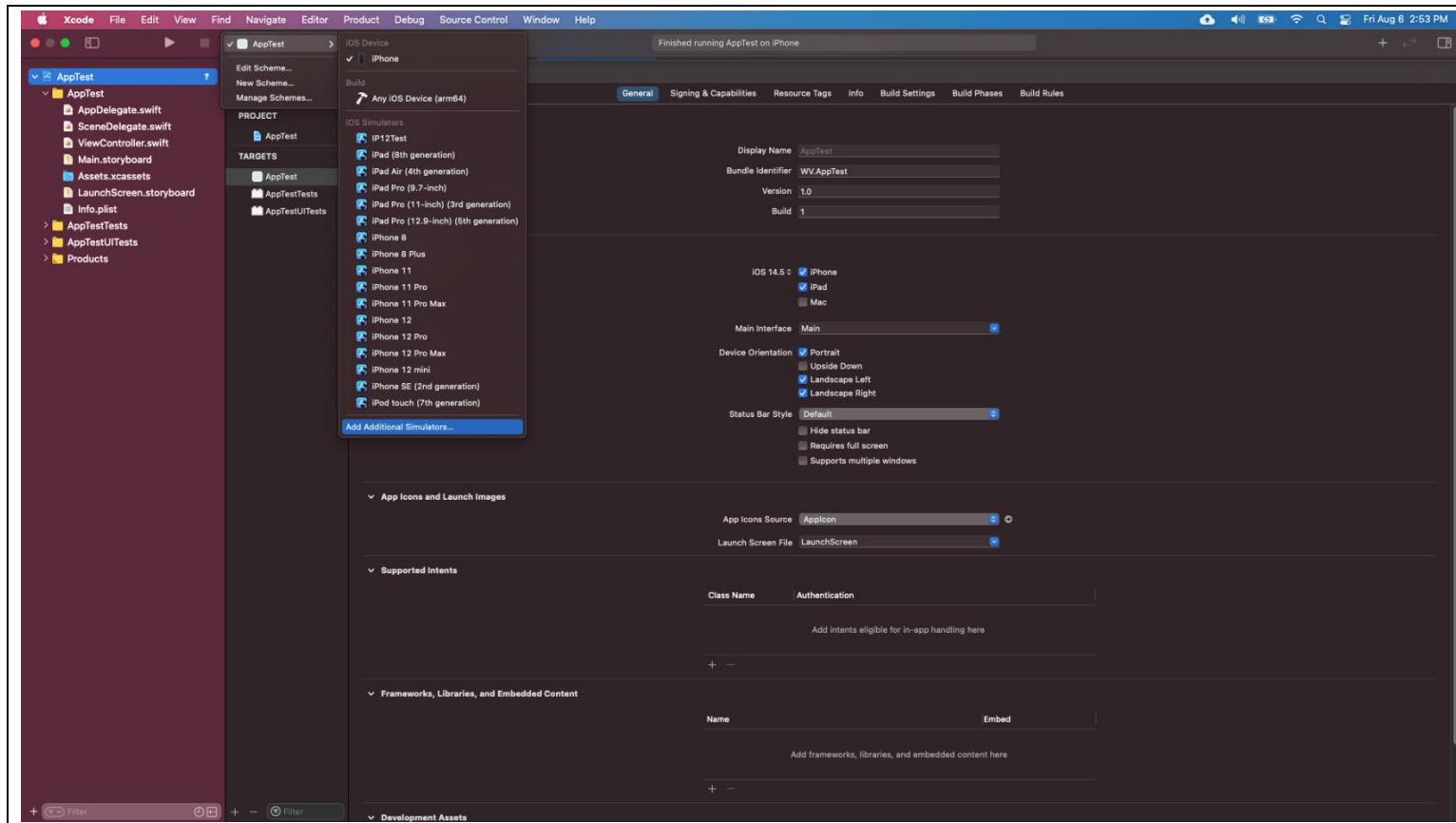
[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

	This image shows the characteristics of the “Very Bad Network” selected by the user, including in/out bandwidth, in/out packet loss, in/out delay. After setting these limits, a developer will know what bandwidth is available to the device, for example by comparing current bandwidth usage against the maximum bandwidth available.
--	--

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

Link Conditioner settings can also be set for the device directly through Xcode IDE. While these settings are made through Xcode IDE, they will be effective on the iOS device connected to the MacOS computer:

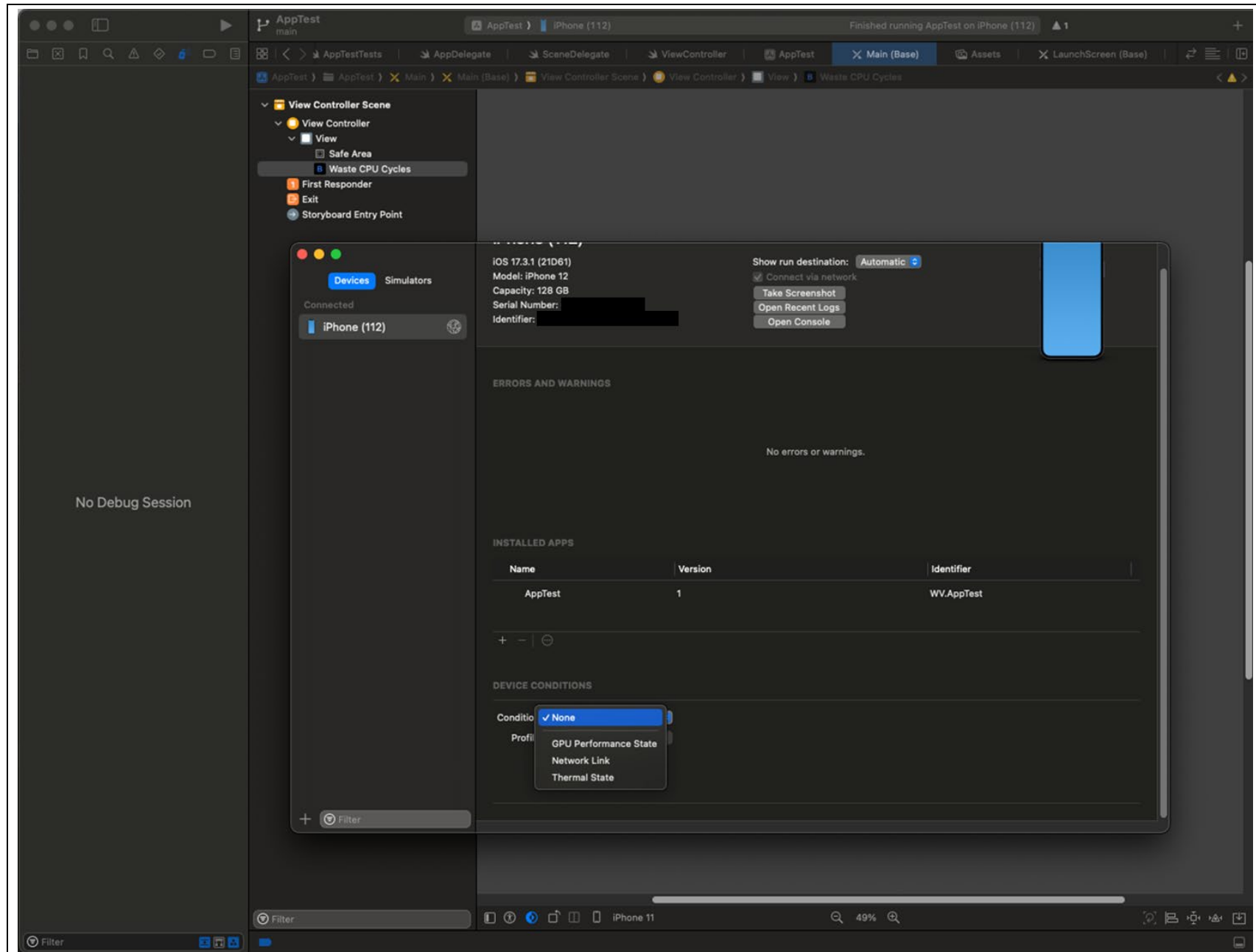


Users can access the Link Conditioner settings from Xcode IDE by selecting the “Add Additional Simulators...” menu setting.

By selecting the “Devices” option, users can set Device conditions.

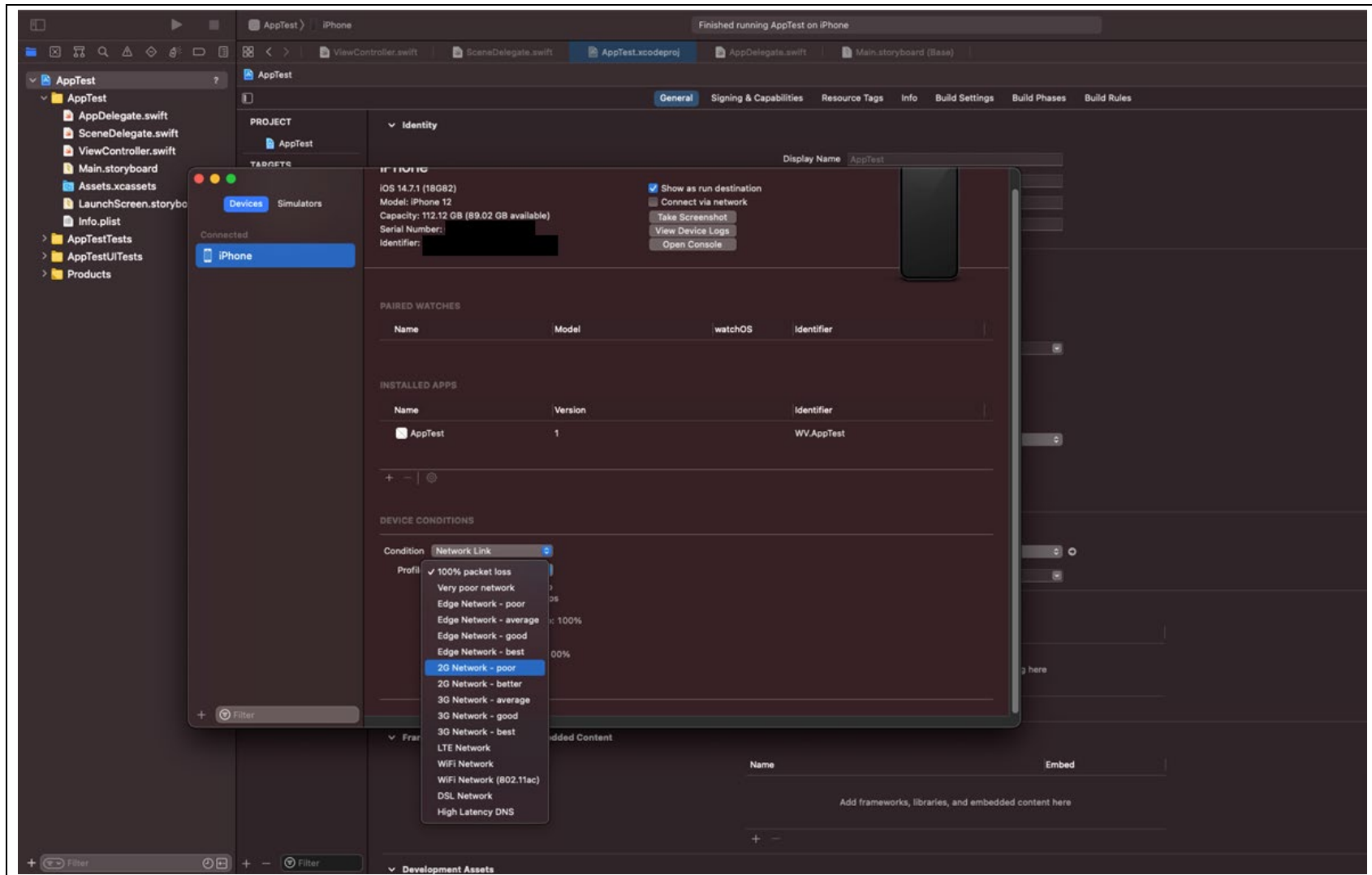
Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;



Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;



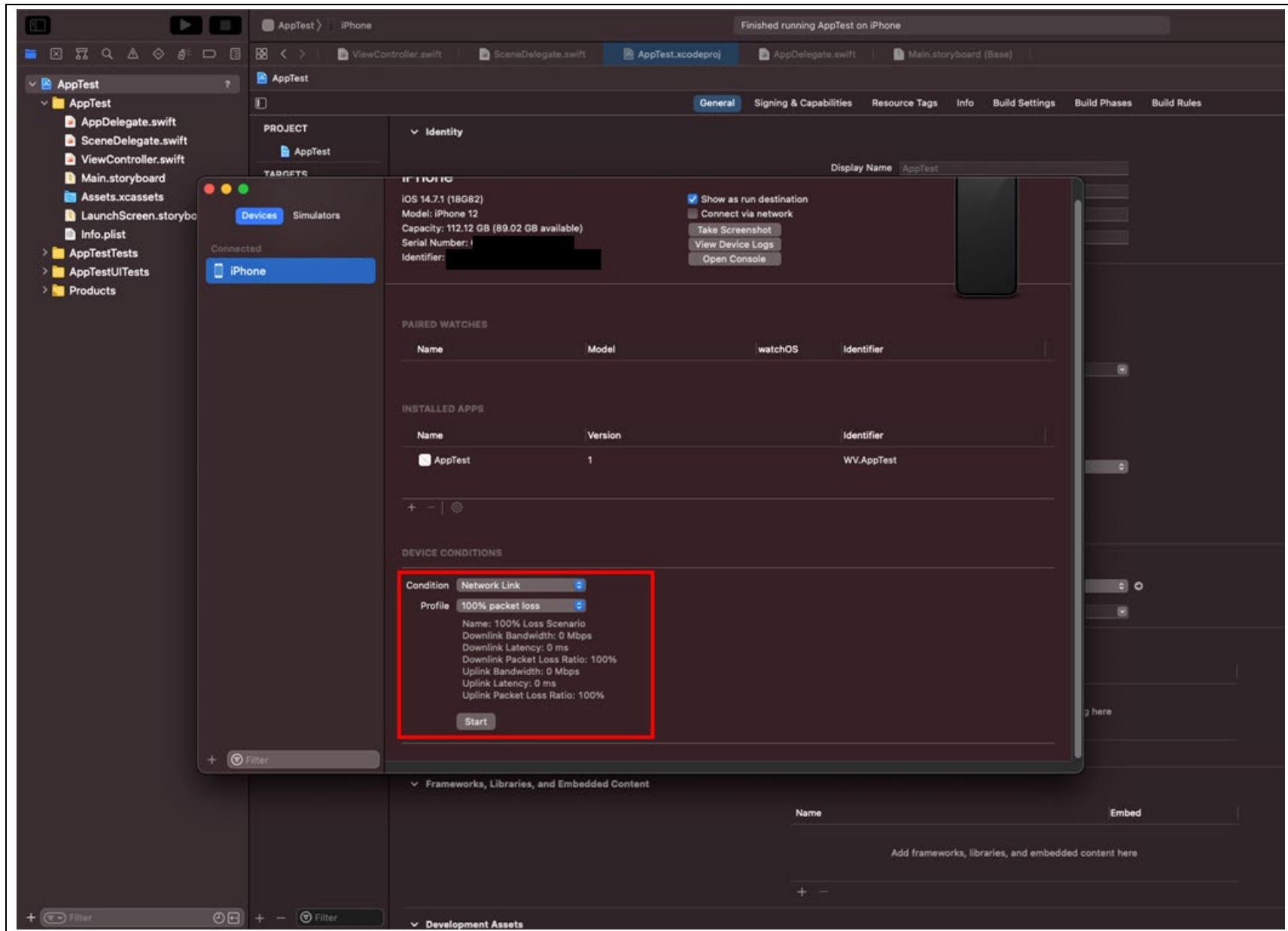
Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

If users select “Network Link” in the first dropdown box, the user can then select a profile representing network characteristics in the second dropdown box.

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;



Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

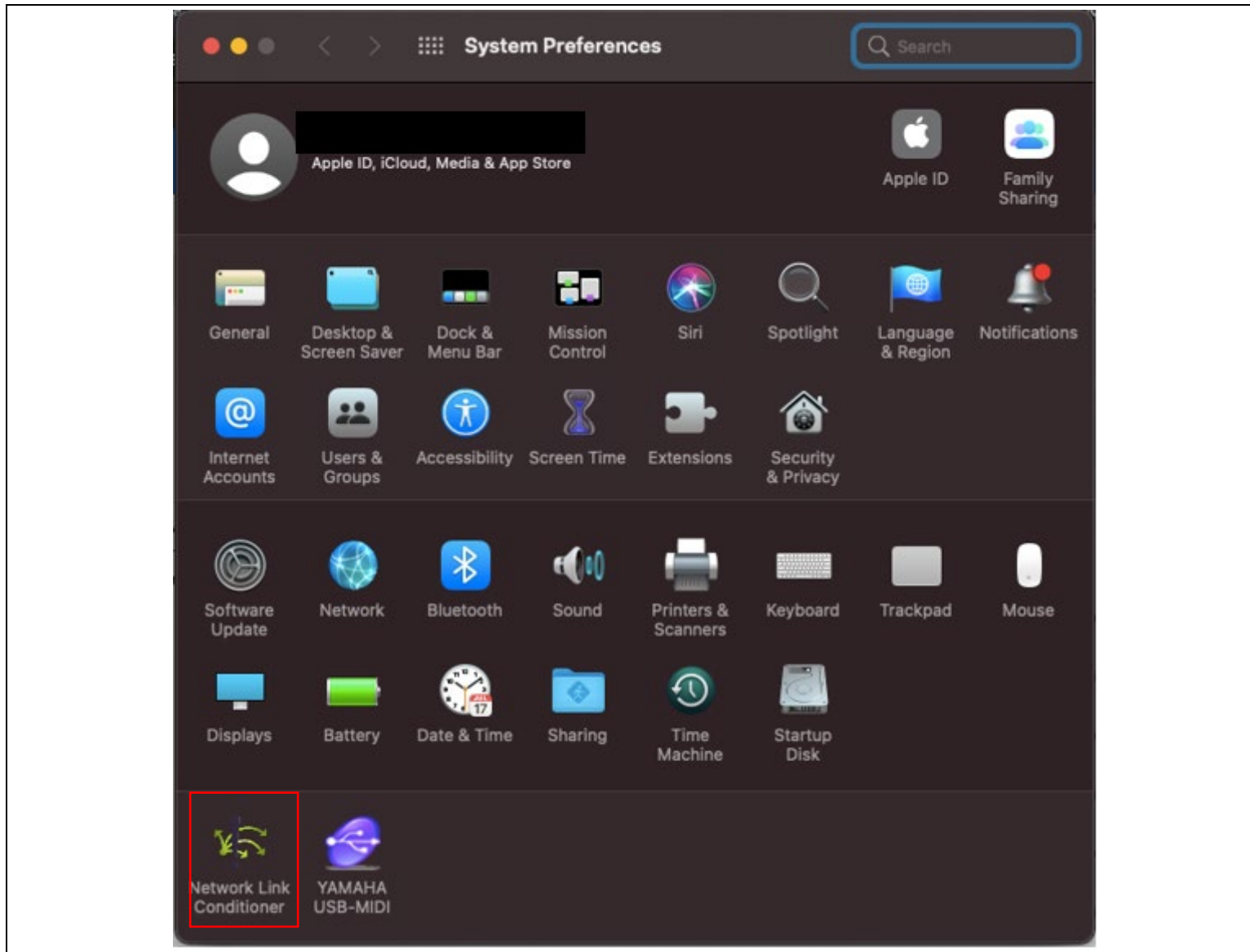
As shown above, after selecting the “100% packet loss” profile, the characteristics (including bandwidth, latency, and packet loss) are selected based on that profile.

b. Network Link Conditioner on MacOS

Users can also emulate/simulate network characteristics indicative of performance of the mobile device when executing the application by using the Network Link Conditioner tool from System Preferences in MacOS.

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;



Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

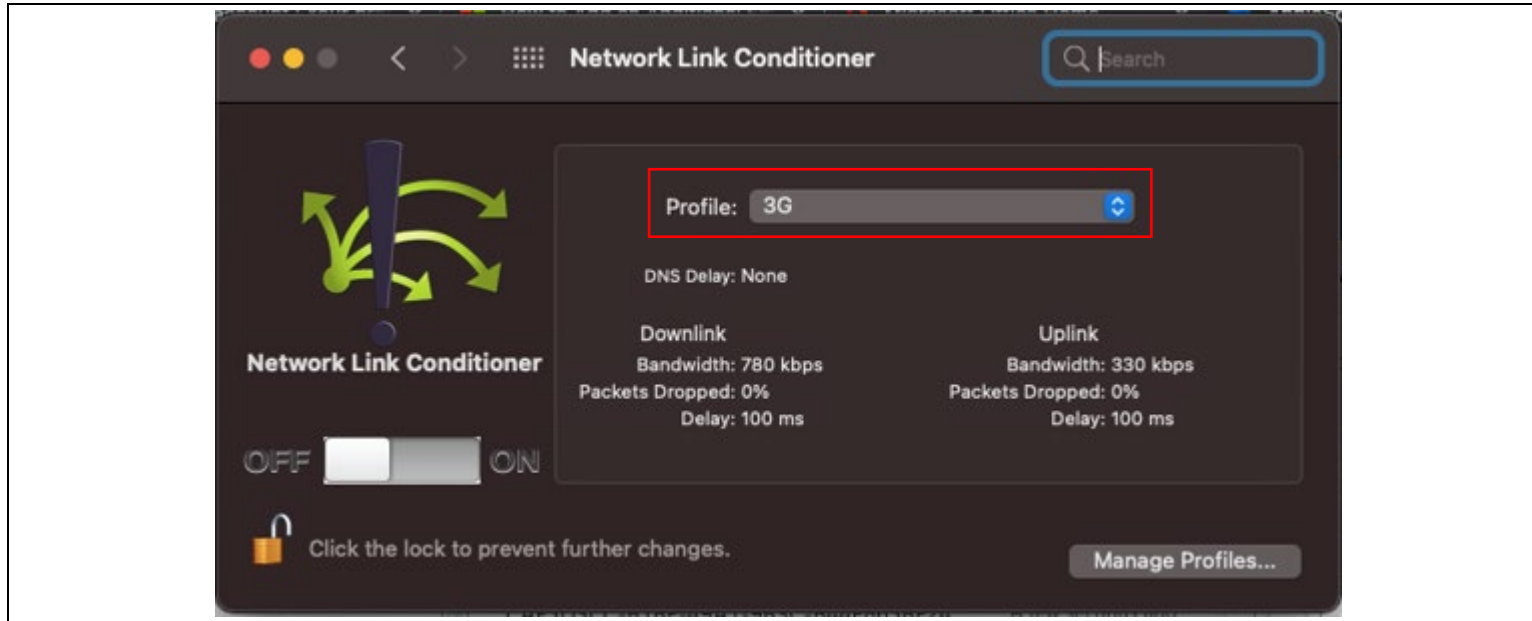
Users select the Network Link Conditioner (shown in red) from System Preferences in MacOS.



From Network Link Conditioner, users can select a profile (such as “100% Loss”, “3G”, etc.) which simulates/emulates network characteristics.

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;



Simulated network characteristics include bandwidth, packets dropped, and delay. After setting these values, a developer can determine the resources available to the application by comparing the current resource utilization (such as bandwidth) against the values set in Network Link Conditioner.

2. Xcode Developer Tool Display Overview

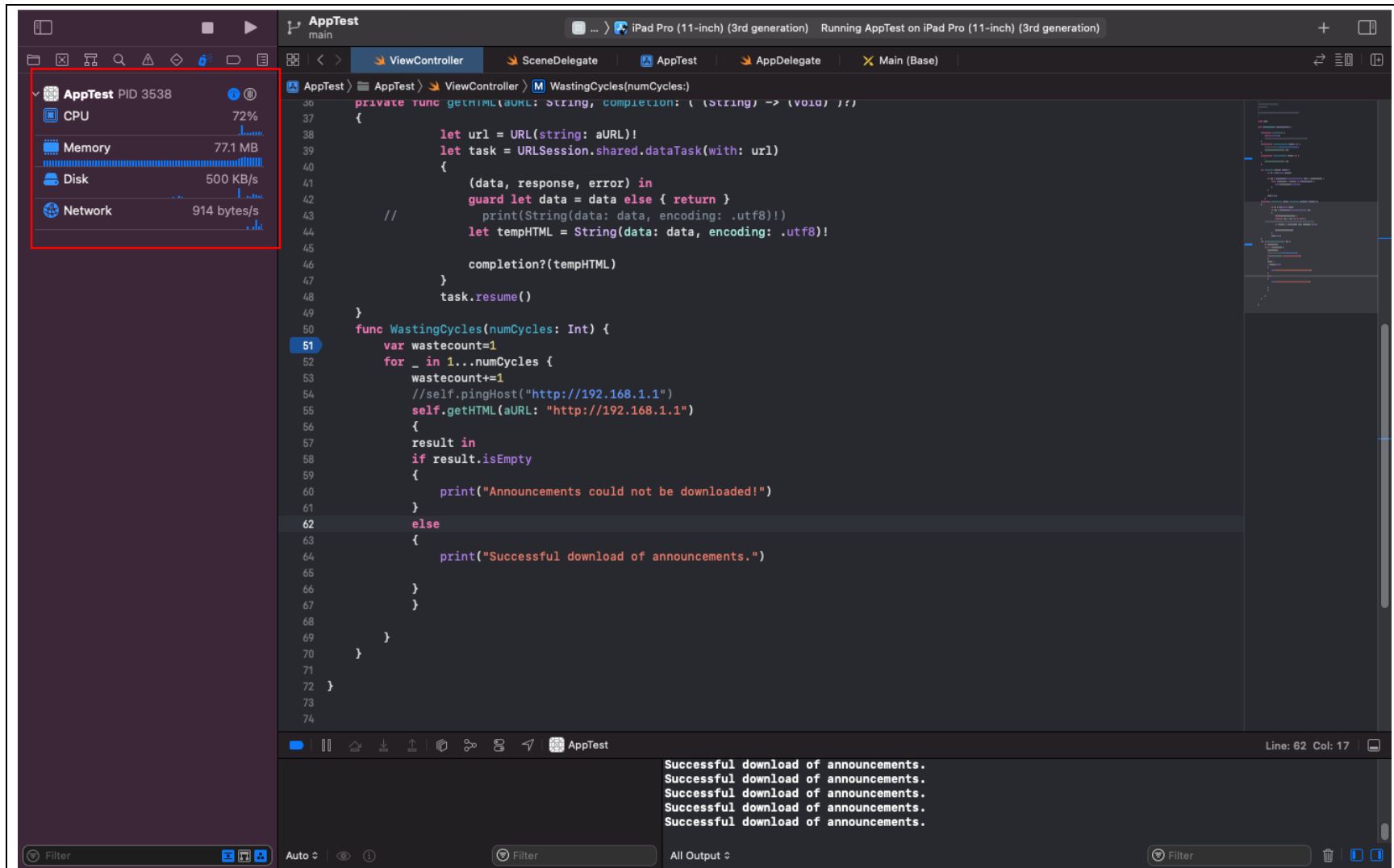
Apple's Xcode Developer Tools are used to visually display the resources available to, and used by, the application. These resources are displayed through tools such as (a) Xcode IDE and (b) Xcode Instruments.

a. Xcode IDE

When a developer runs the application being developed through Xcode IDE, then Xcode IDE displays a plurality of visual representations of the resources available to (and being used by) the application, with each bar in the bar graph being displayed at the same time and indicating the resources being used and that are available:

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;



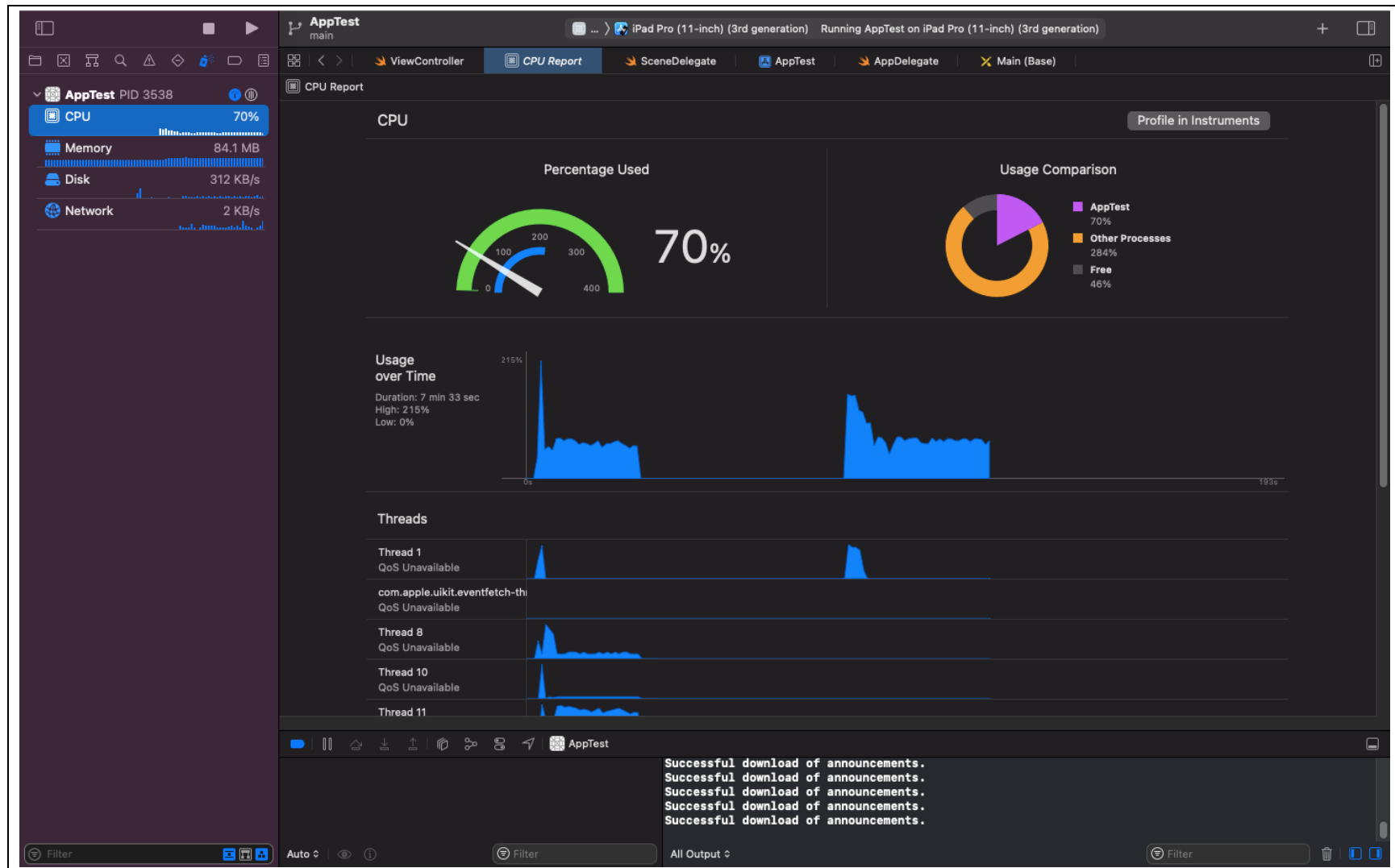
Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

Developers can view additional visual representations of the resources used and available by clicking on each individual graph. For example, clicking CPU shows the percentage currently used (and the percentage available, e.g., 100% minus the percentage being used), usage over time, usage by thread, and a comparison of the application's CPU usage vs other processes:

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;



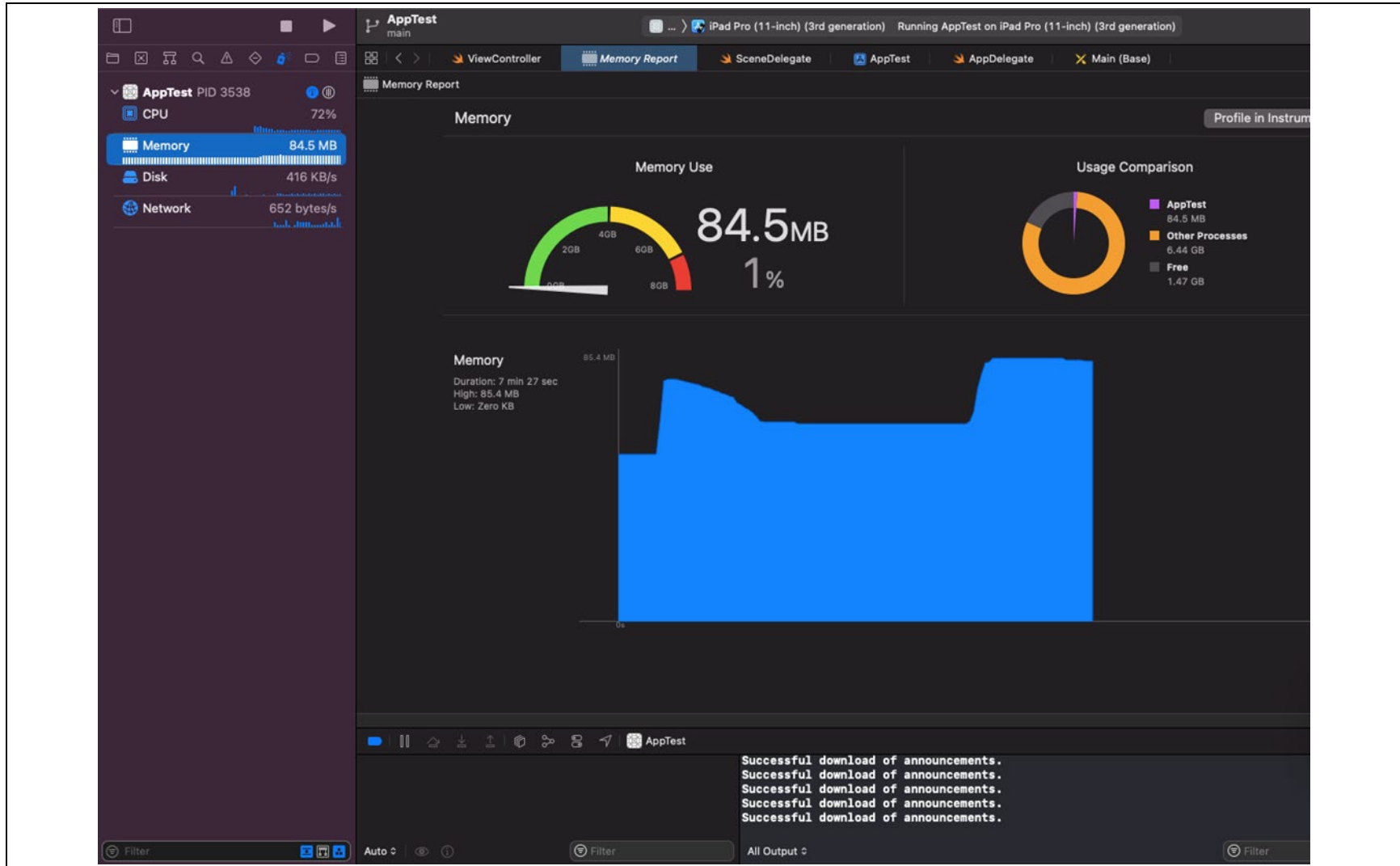
Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

Similarly, clicking Memory provides a visual display including graphs showing memory currently used, total memory available, % currently used, usage comparison of the application vs other processes, and memory usage over time. Furthermore, developers can compare the memory currently used against the memory available in the physical device:

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;



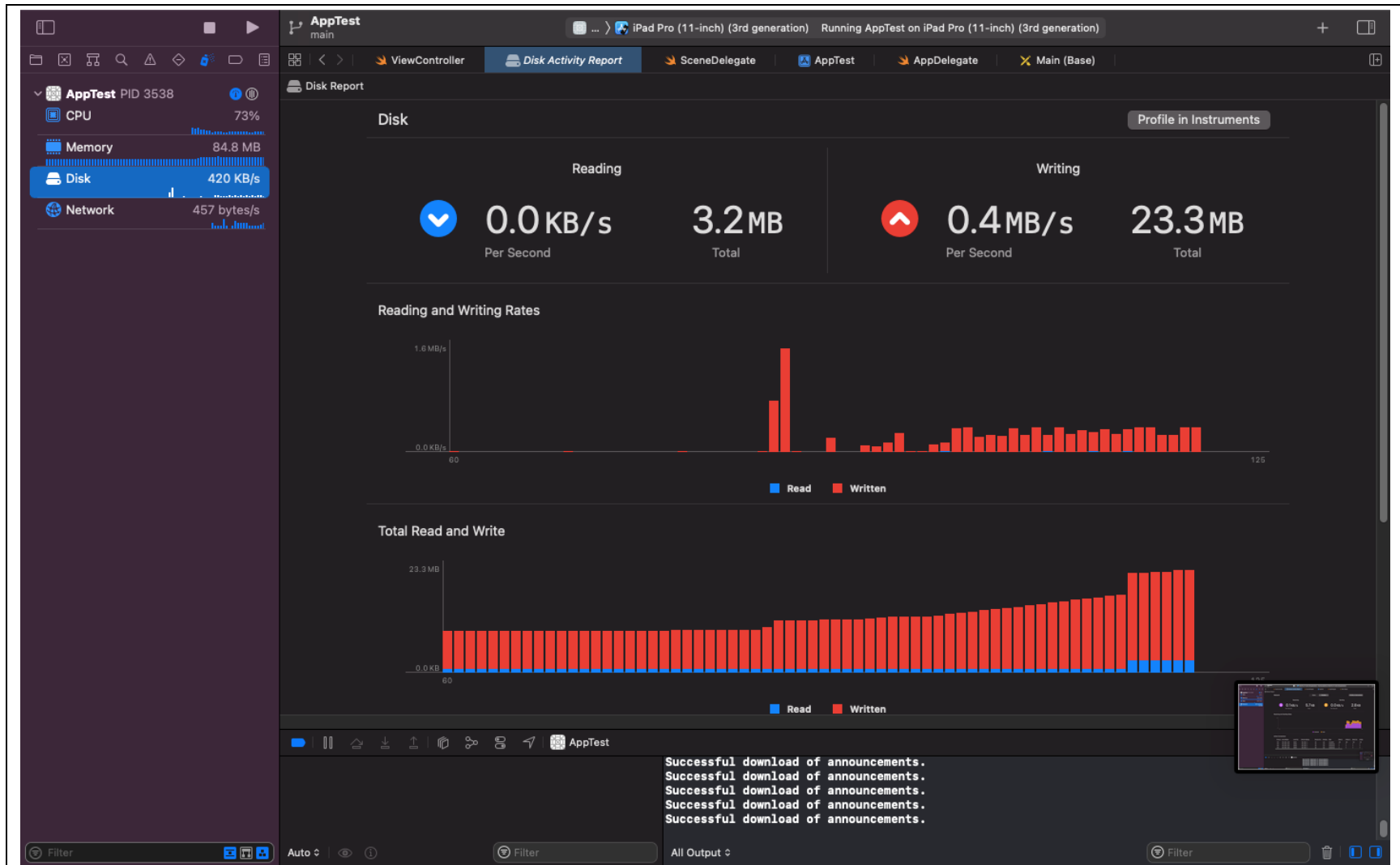
Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

Clicking Disk Usage provides a visual display showing current bytes read/written per second, total bytes read or written, reading and writing rates over time, and total reads and writes over time. Furthermore, developers can compare the disk characteristics currently used against the disk characteristics in the physical device:

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;



The screen above shows current disk usage, as well as the disk usage resources still available. Furthermore, a developer could use known maximum disk read/write rates to determine available resources based on utilized resources.

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

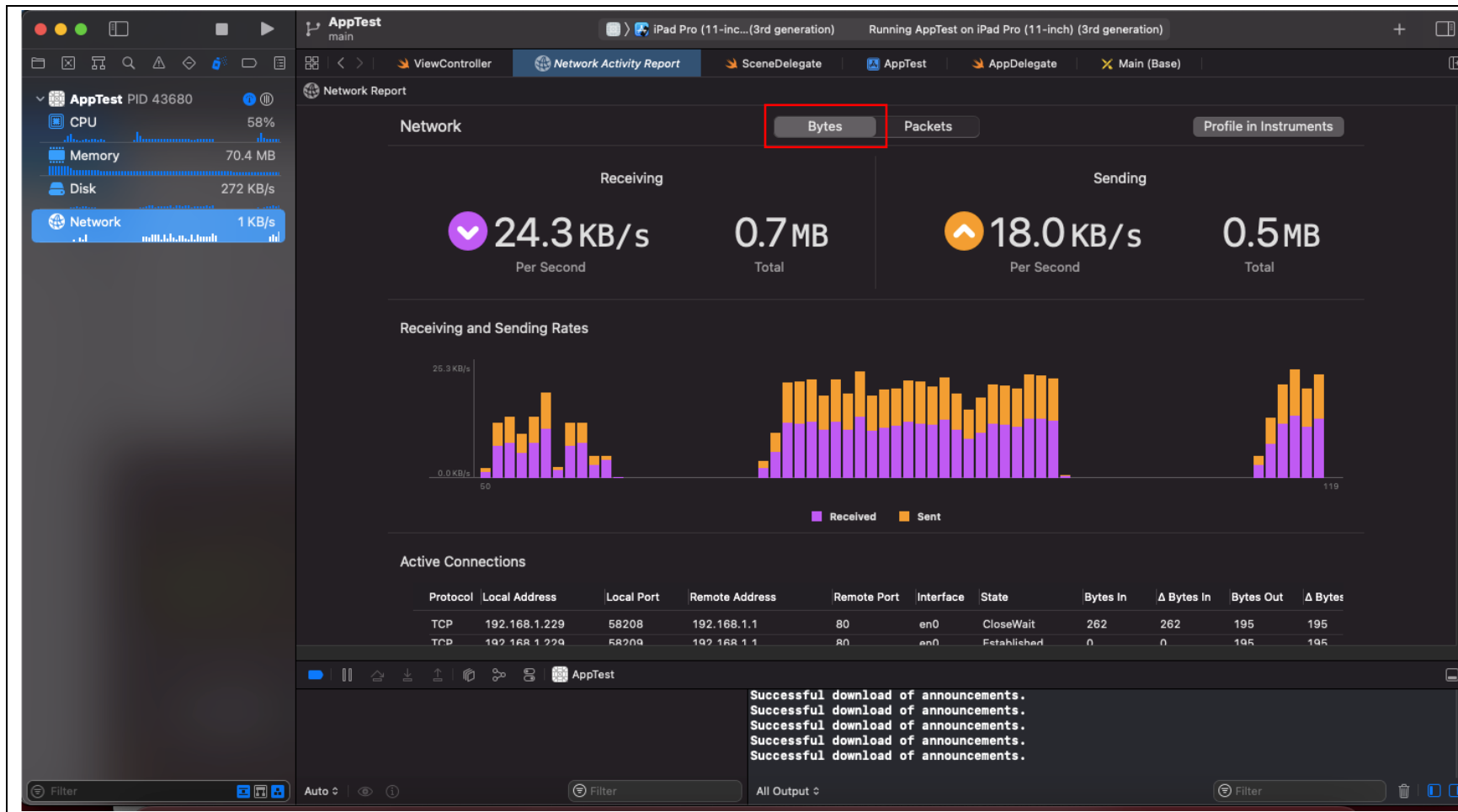
[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

The images below show Network Activity. Network Activity is shown in terms of either Bytes or Packets, depending on which option is selected. A developer could use the limitations selected in Network Link Conditioner (such as maximum bandwidth rates) to determine available resources based on utilized resources.

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

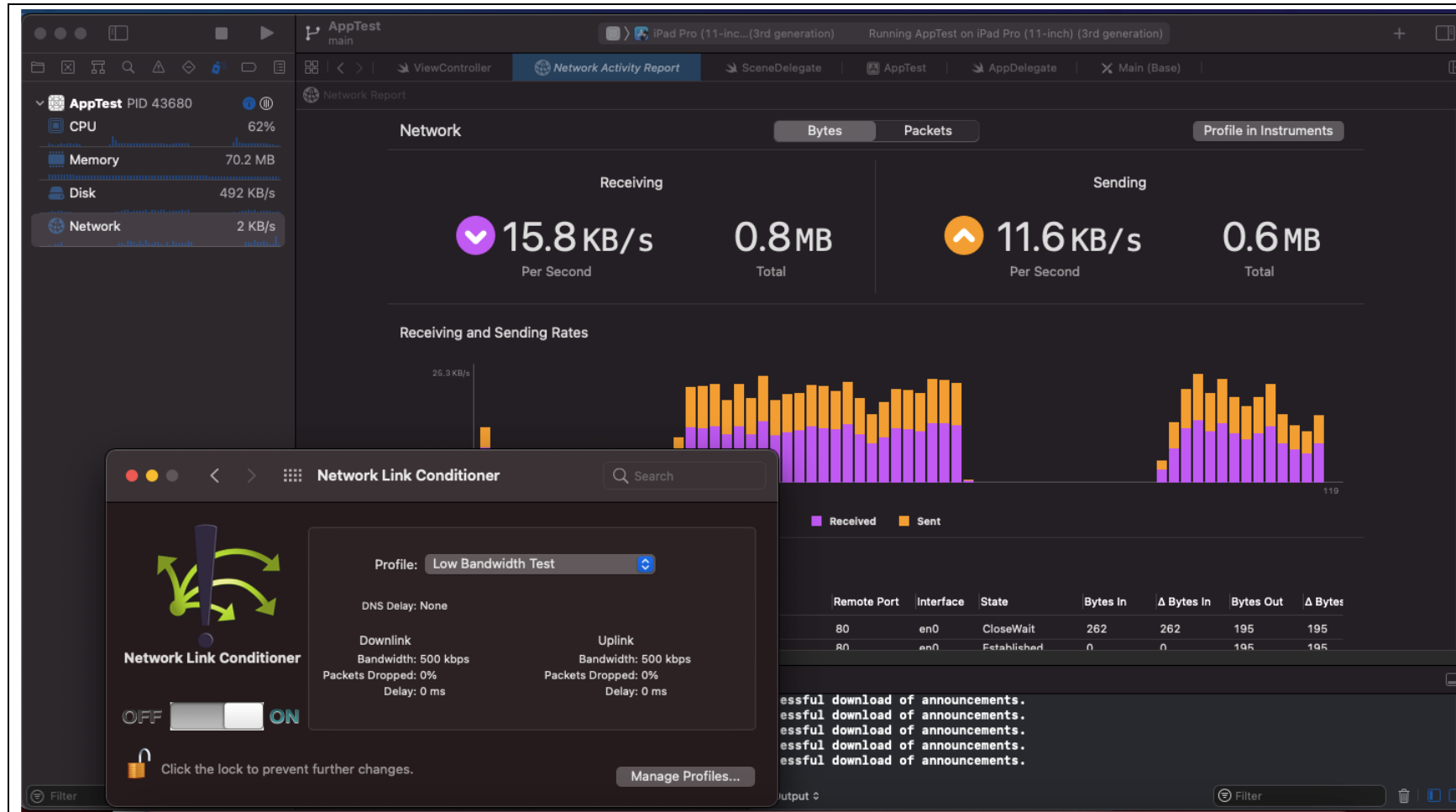
[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

The Bytes option is shown below (displaying current sending and receiving rates, total data sent and received, and sending and receiving rate speed over time):



Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;



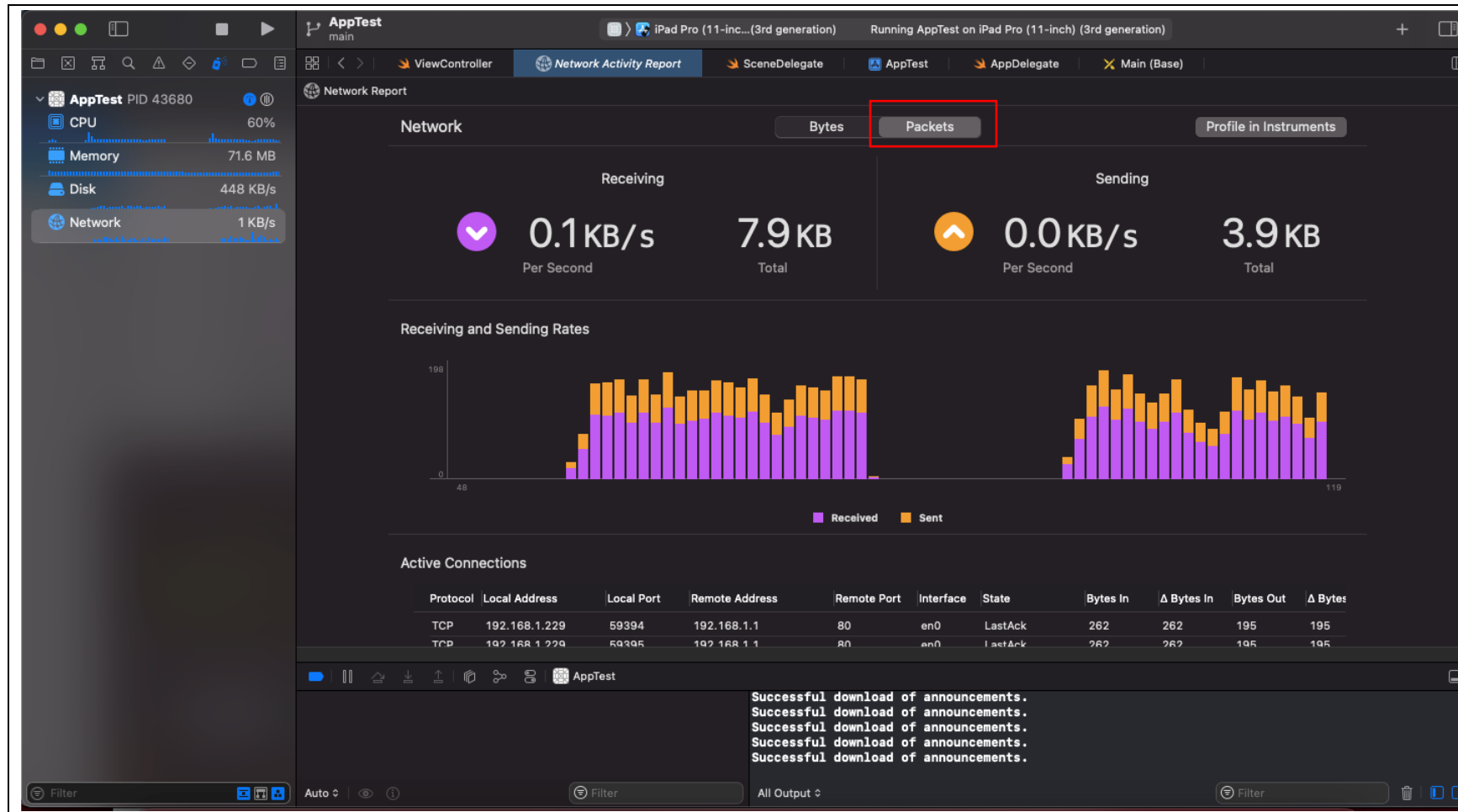
Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

The Packets option is shown below (displaying current sending and receiving rates, total data sent and received, and sending and number of packets sent or received over time). The timing and quantity of packets sent correspond to the network latency and packet loss.

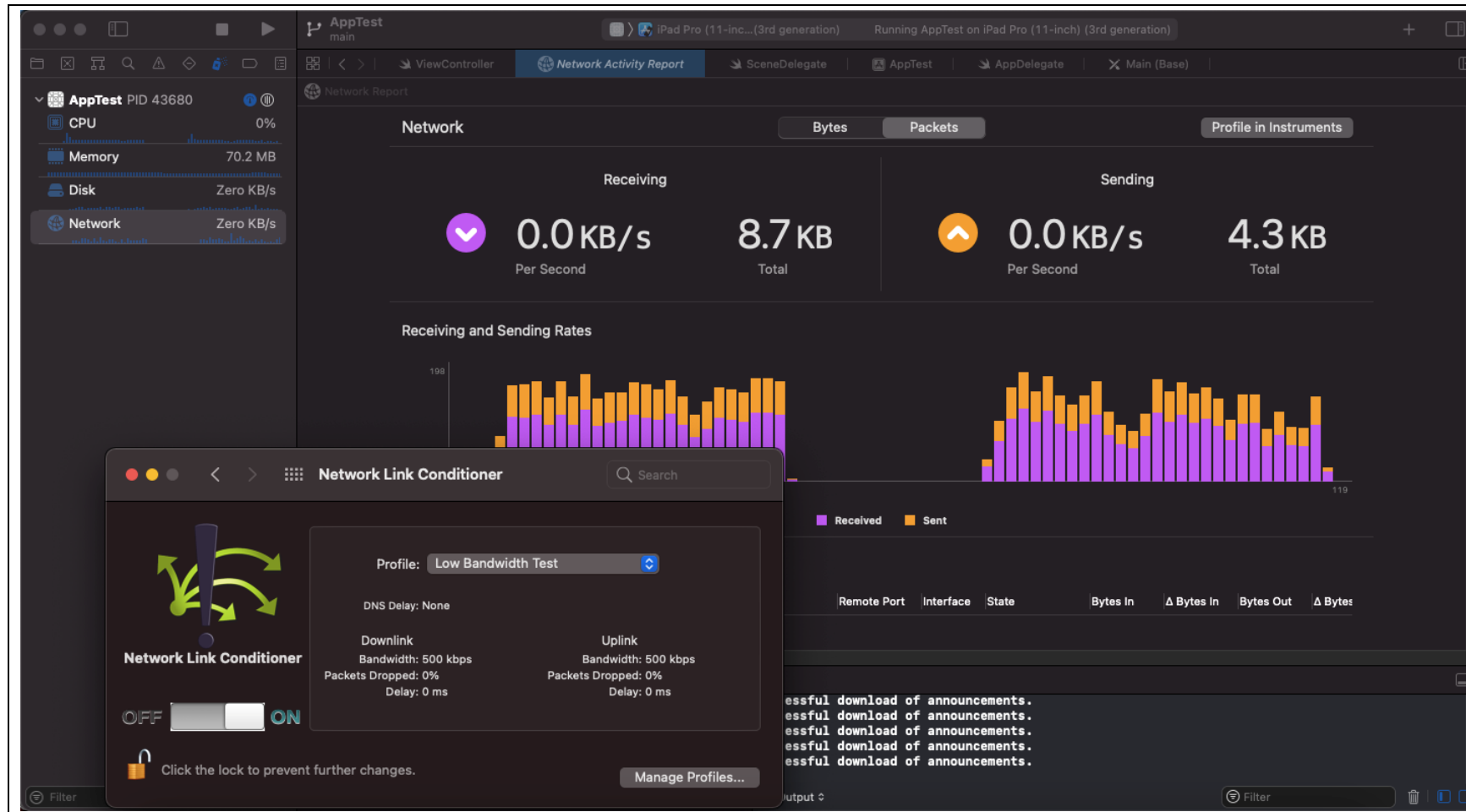
Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;



Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

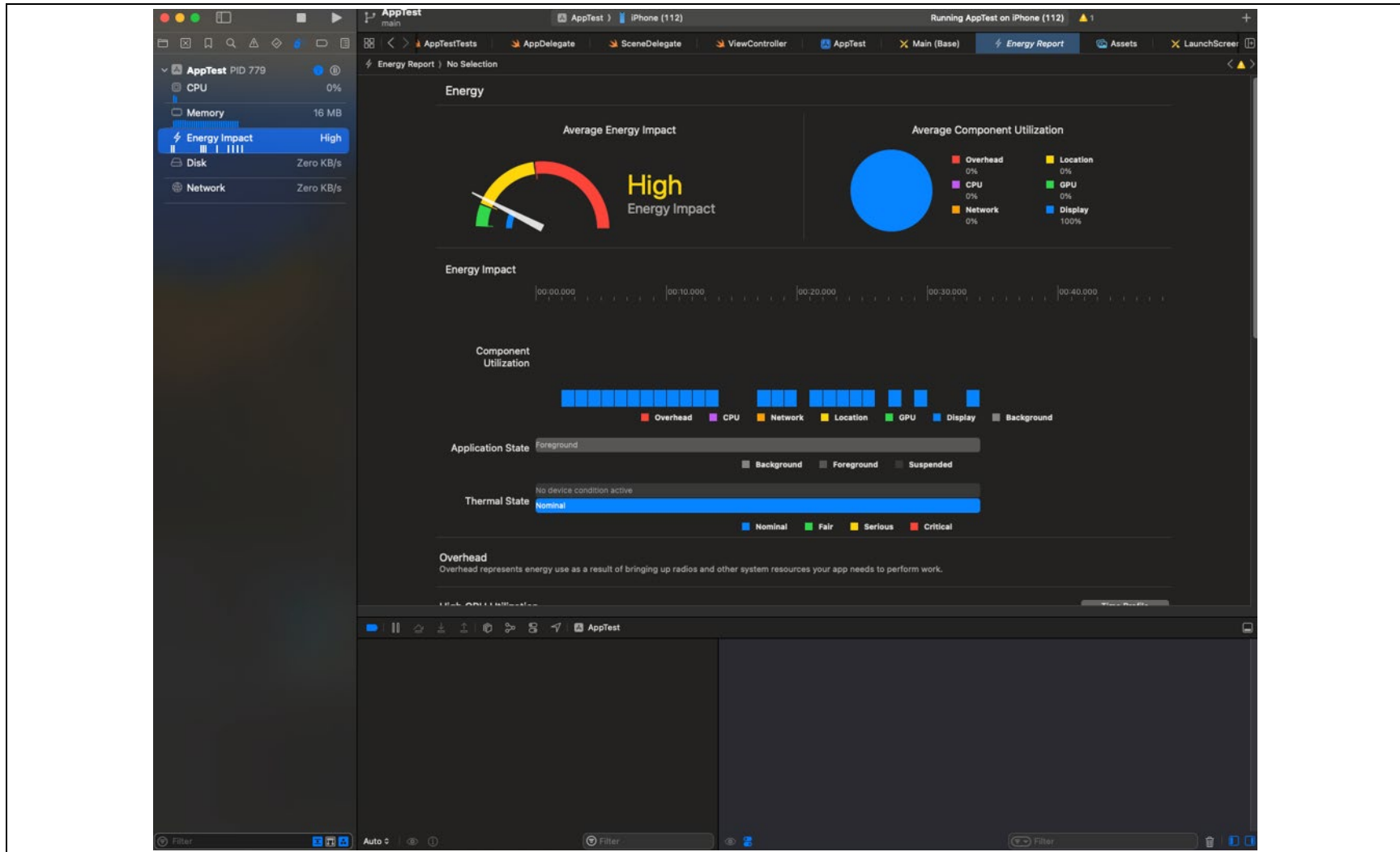
[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;



Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

The Energy Impact option shown below shows current energy impact of the application, as well as energy still available.



Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

b. Xcode Instruments

The Xcode Instruments tool is also used to visually display the resources available to, and used by, the application. With respect to the “Instruments” tool, Apple states:

Instruments is a powerful and flexible performance-analysis and testing tool that's part of the Xcode tool set. It's designed to help you profile your iOS, watchOS, tvOS, and macOS apps, processes, and devices in order to better understand and optimize their behavior and performance. Incorporating Instruments into your workflow from the beginning of the app development process can save you time later by helping you find issues early in the development cycle.

In Instruments, you use specialized tools, known as *instruments*, to trace different aspects of your apps, processes, and devices over time. Instruments collects data as it profiles, and presents the results to you in detail for analysis.

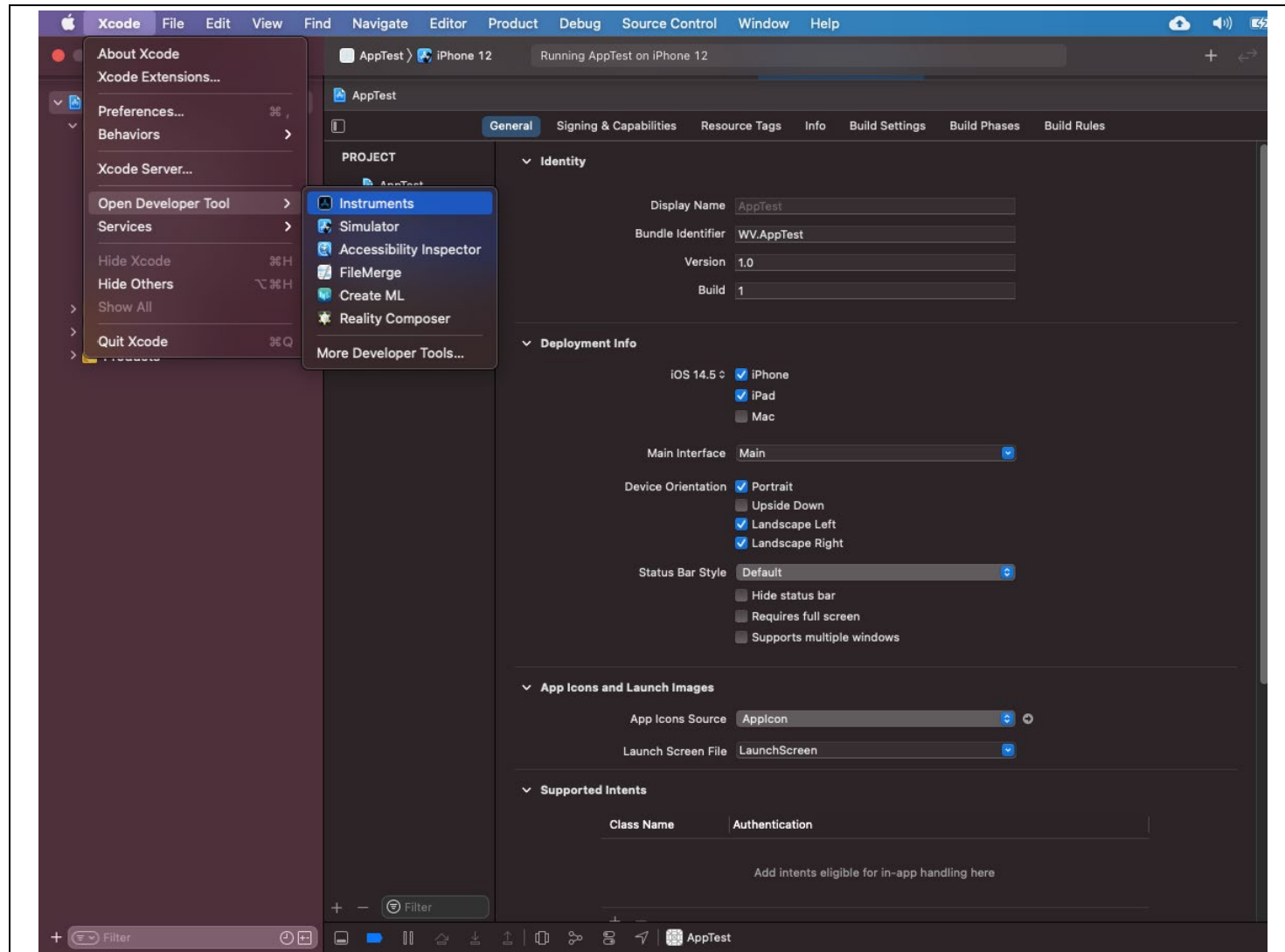
Unlike other performance and debugging tools, Instruments allows you to gather widely disparate types of data and view them side by side. This makes it easier to identify trends that might otherwise be overlooked. For example, your app may exhibit large memory growth caused by multiple open network connections. By using the Allocations and Connections instruments together, you can identify connections that are not closing and thus resulting in rapid memory growth.

<https://help.apple.com/instruments/mac/current/#/dev7b09c84f5>, accessed on March 12, 2024.

To access Xcode Instruments, an Xcode IDE user may select the “Instruments” menu option from the Xcode IDE’s menu:

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

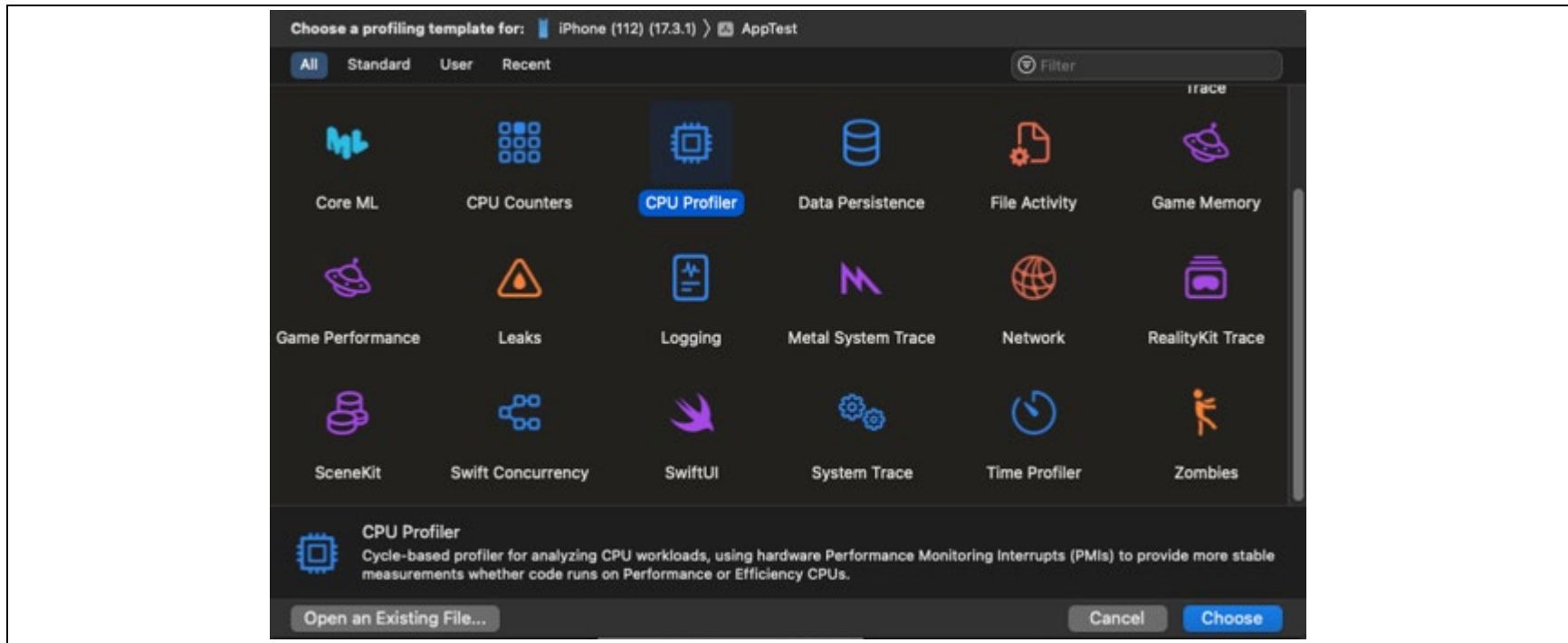
[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;



Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

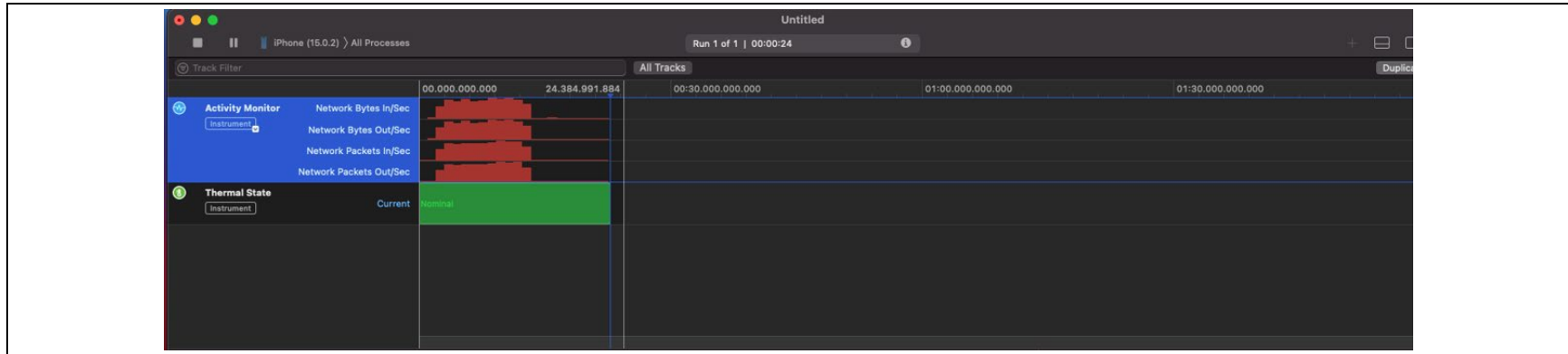
Multiple Instrument templates are available related to various resources, as shown in the examples below:



The Instruments window displays one or more windows showing simultaneous displays of resources of the mobile device that are used by and/or available to the application currently running:

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

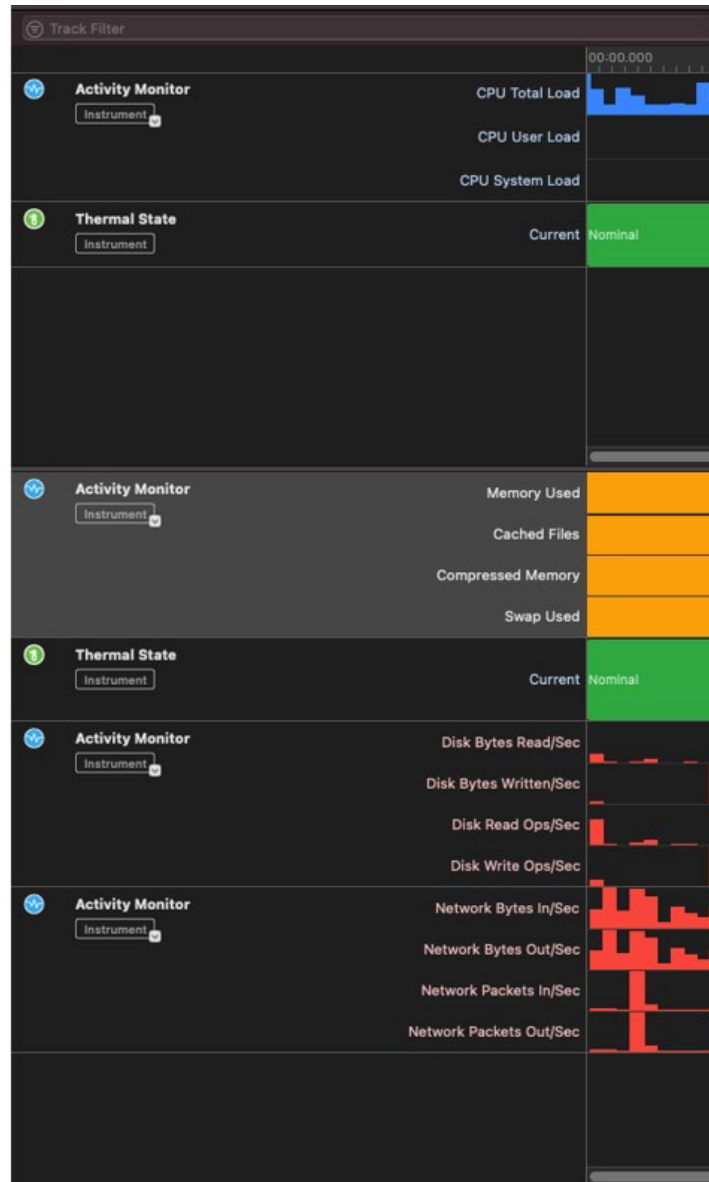
[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;



Resources displayed in instruments include those related to CPU (Total Load, User Load, System Load), Thermal State, Memory (Memory Used/Available (for example, the total memory minus the memory used), Cached Files, Compressed Memory, Swap Used), Disk (Bytes Read or Written/Second, Disk Read or Write Operations/Second), Network interactions (Network Bytes In or Out/Second, Network Packets In or Out/Second), GPU Usage, and others:

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;



Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1a2] configured to simultaneously visually emulate, via one or more profile display windows, a plurality of network characteristics indicative of performance of the mobile device when executing the application;

Xcode Instruments users may select what they wish to see, and multiple graphs may be displayed at once. The size of the bar in each bar graph shows both the resources utilized, as well as the resources available to the application.

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1b] wherein the software authoring interface is further configured to simulate a network connection state encountered by the mobile device.

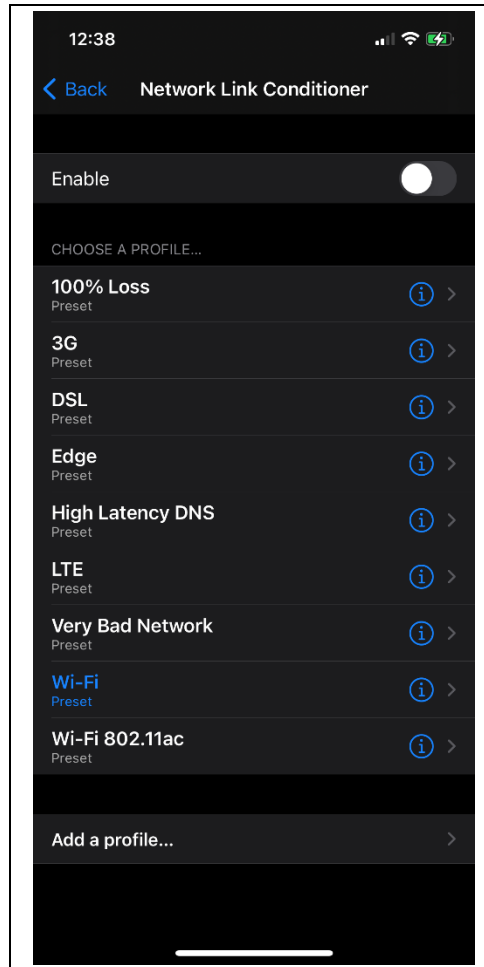
[1b] wherein the software authoring interface is further configured to simulate a network connection state encountered by the mobile device.

The software authoring interface of Apple's Xcode Developer Tools is further configured to simulate network connection states encountered by the mobile device through the use of Network Link Conditioner (both on iOS devices and on MacOS devices), such as those that would be encountered when using, for example, 3G, LTE, and Wifi networks, as discussed above for limitation [1a2] (and incorporated here by reference):

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1b] wherein the software authoring interface is further configured to simulate a network connection state encountered by the mobile device.

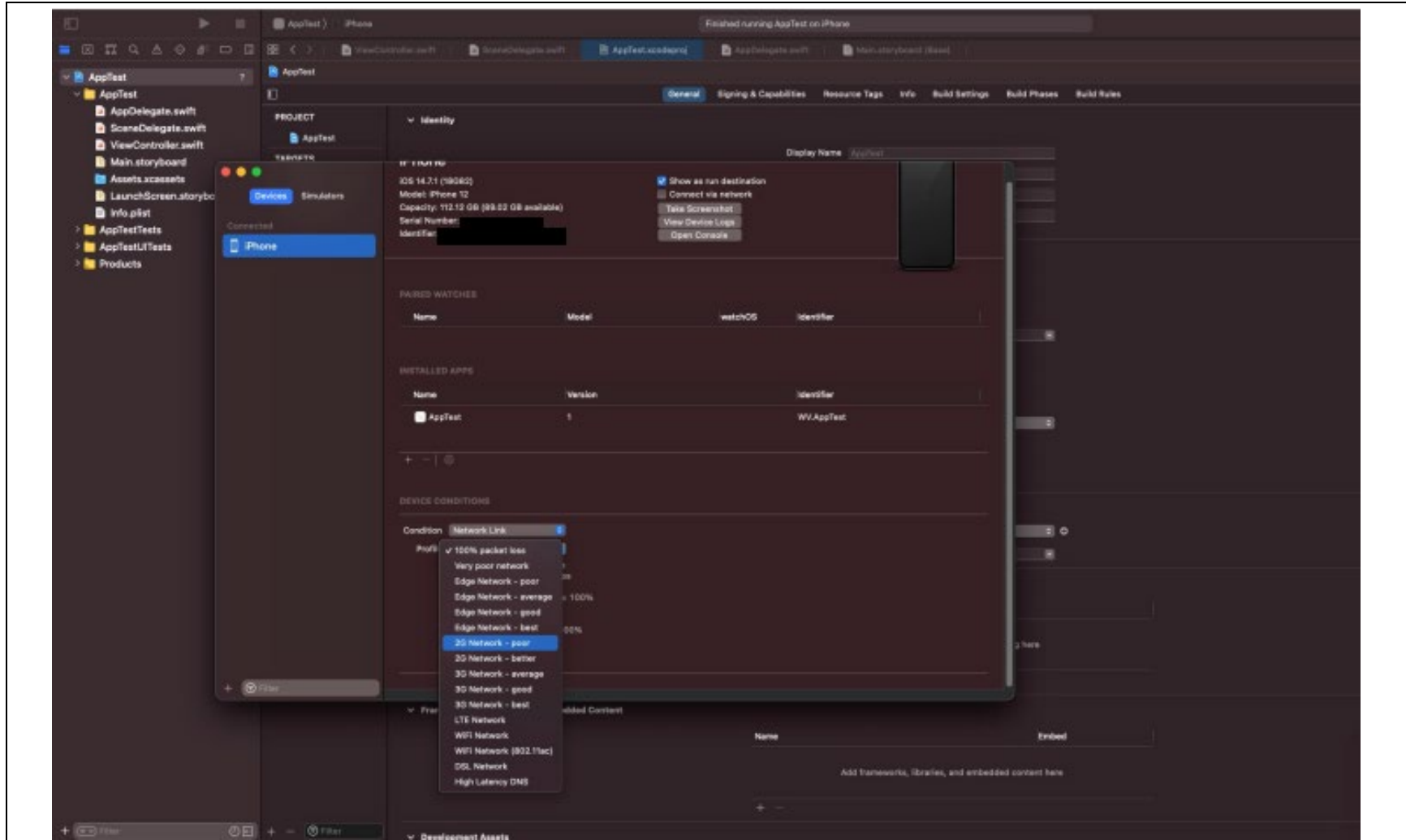
1. Network Link Conditioner on iOS



Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1b] wherein the software authoring interface is further configured to simulate a network connection state encountered by the mobile device.

Network Link Conditioner on iOS configured through Xcode IDE:



Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[1b] wherein the software authoring interface is further configured to simulate a network connection state encountered by the mobile device.

2. Network Link Conditioner on MacOS



The network connection states include the profiles listed in Network Link Conditioner, such as: 100% Loss, 3G, DSL, Edge, High Latency DNS, LTE, Very Bad Network, Wi-Fi, Wi-Fi 802.11ac, Very poor network, Edge Network – poor, Edge Network – average, Edge Network – good, Edge Network – best, 2G Network – poor, 2G Network – better, 3G Network – average, 3G Network – good, 3G Network – best.

Infringement Chart for U.S. Patent No. 8,924,192 (Apple's Xcode Developer Tools)

[60a] A system comprising: an application configured to enable a user to modify a photo on the mobile device,

Claim 60

[60a] A system comprising: an application configured to enable a user to modify a photo on the mobile device,

Defendants' mobile applications that they develop (including at least Photos, Capital One Mobile, and Frost) are configured to enable a user to modify a photo on the mobile device.

For example, upon information and belief, the Photos application and the check deposit feature of the Capital One Mobile and Frost applications are configured to enable a user to modify a photo on the mobile device. These modifications may include (but are not limited to): resizing, scaling, cropping, filtering, reformatting, and color adjustment.

[60b] wherein the application is developed using a software authoring platform configured to simultaneously visually emulate, via one or more profile display windows, a plurality of hardware characteristics indicative of performance of the mobile device when executing the application.

[60b] wherein the application is developed using a software authoring platform configured to simultaneously visually emulate, via one or more profile display windows, a plurality of hardware characteristics indicative of performance of the mobile device when executing the application.

As discussed above for limitations [1pre], [1a1], and [1a2] (incorporated here by reference), mobile applications are developed using a software authoring platform configured to simultaneously visually emulate, via one or more profile display windows, characteristics indicative of performance of the mobile device when executing the application. In addition to the network characteristics discussed for Claim 1, the Xcode Developer Tools also emulate a plurality of hardware characteristics indicative of performance of the mobile device when executing the application.

Xcode Developer Tools are used to emulate/simulate characteristics indicative of mobile devices. For example, the Xcode Simulator tool allows users to “simulate multiple iOS and watchOS devices running current and some legacy operating systems”:

[60b] wherein the application is developed using a software authoring platform configured to simultaneously visually emulate, via one or more profile display windows, a plurality of hardware characteristics indicative of performance of the mobile device when executing the application.

Running in Simulator

Simulator enables you to simulate multiple iOS and watchOS devices running current and some legacy operating systems. You interact with Simulator by using the keyboard and trackpad to emulate taps, device rotation, and other actions. For example, you can use the Hardware menu in Simulator to:

- Rotate an iPhone or iPad to the left and right
- Simulate a user shaking an iPhone or iPad
- Send the frontmost app a simulated low-memory warning
- Use tools to examine graphics rendering, simulate Touch ID, and more
- Simulate the force of a touch on a pressure sensitive display



https://developer.apple.com/library/archive/documentation/ToolsLanguages/Conceptual/Xcode_Overview/RunningintheSimulator.html, accessed on December 28, 2021.

[60b] wherein the application is developed using a software authoring platform configured to simultaneously visually emulate, via one or more profile display windows, a plurality of hardware characteristics indicative of performance of the mobile device when executing the application.

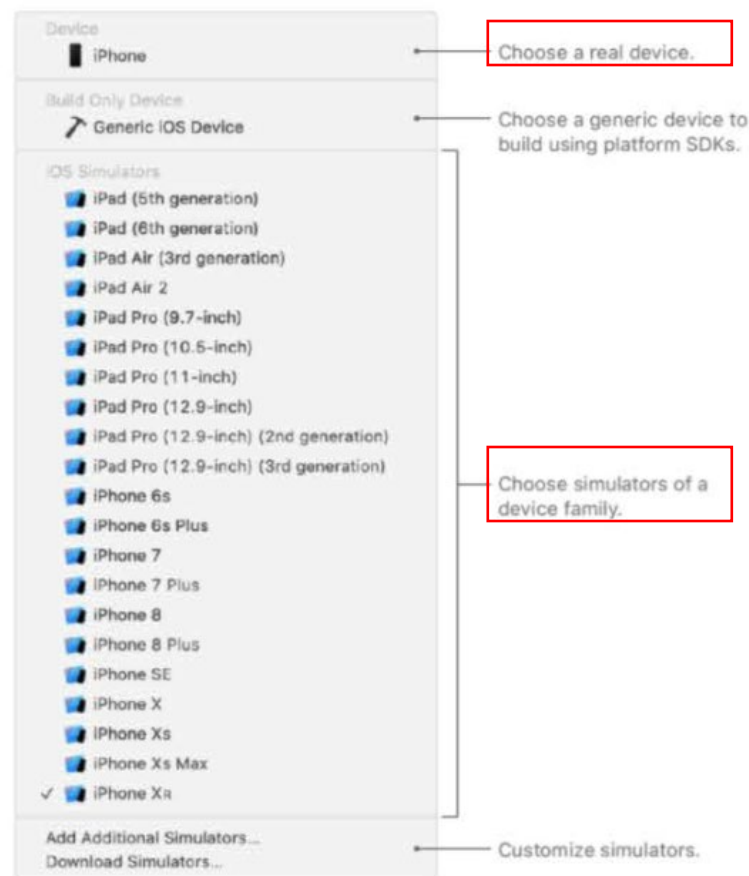
As shown in the screenshot above, Xcode Simulator simulates device characteristics such as the effects of rotating the iOS device and a user shaking the device. Note that the device characteristics discussed in this section are illustrative examples, and not meant to be limiting.

When an Xcode user writes an application, the user can choose to execute that application on either a physical device, or on a simulator by selecting the destination from within Xcode IDE:

[60b] wherein the application is developed using a software authoring platform configured to simultaneously visually emulate, via one or more profile display windows, a plurality of hardware characteristics indicative of performance of the mobile device when executing the application.

Select a Simulated Device

For iOS, tvOS, and watchOS apps, you can choose a simulated device, under [Platform] Simulators, from the *run destination menu* next to the scheme menu in the toolbar.



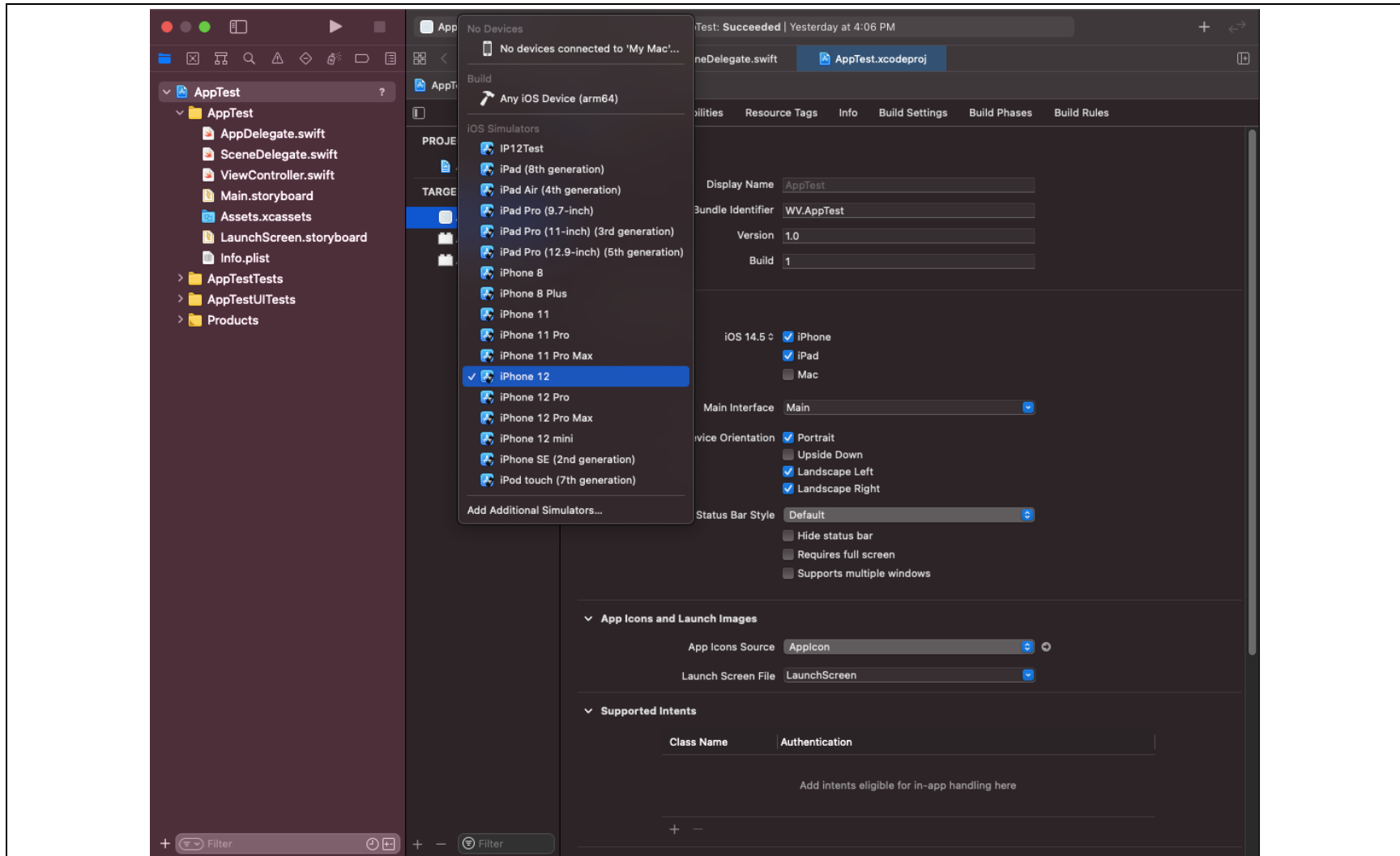
To add additional simulators of a product family running older versions of the operating system, choose Add Additional Simulators.

[60b] wherein the application is developed using a software authoring platform configured to simultaneously visually emulate, via one or more profile display windows, a plurality of hardware characteristics indicative of performance of the mobile device when executing the application.

<https://developer.apple.com/documentation/Xcode/running-your-app-in-the-simulator-or-on-a-device>, accessed on December 28, 2021.

Xcode displays a list of iOS mobile device models (such as iPhones and iPads) from which a user can select to simulate how the application will run on that model. The application being developed can then be deployed on a model that is specific to that device.

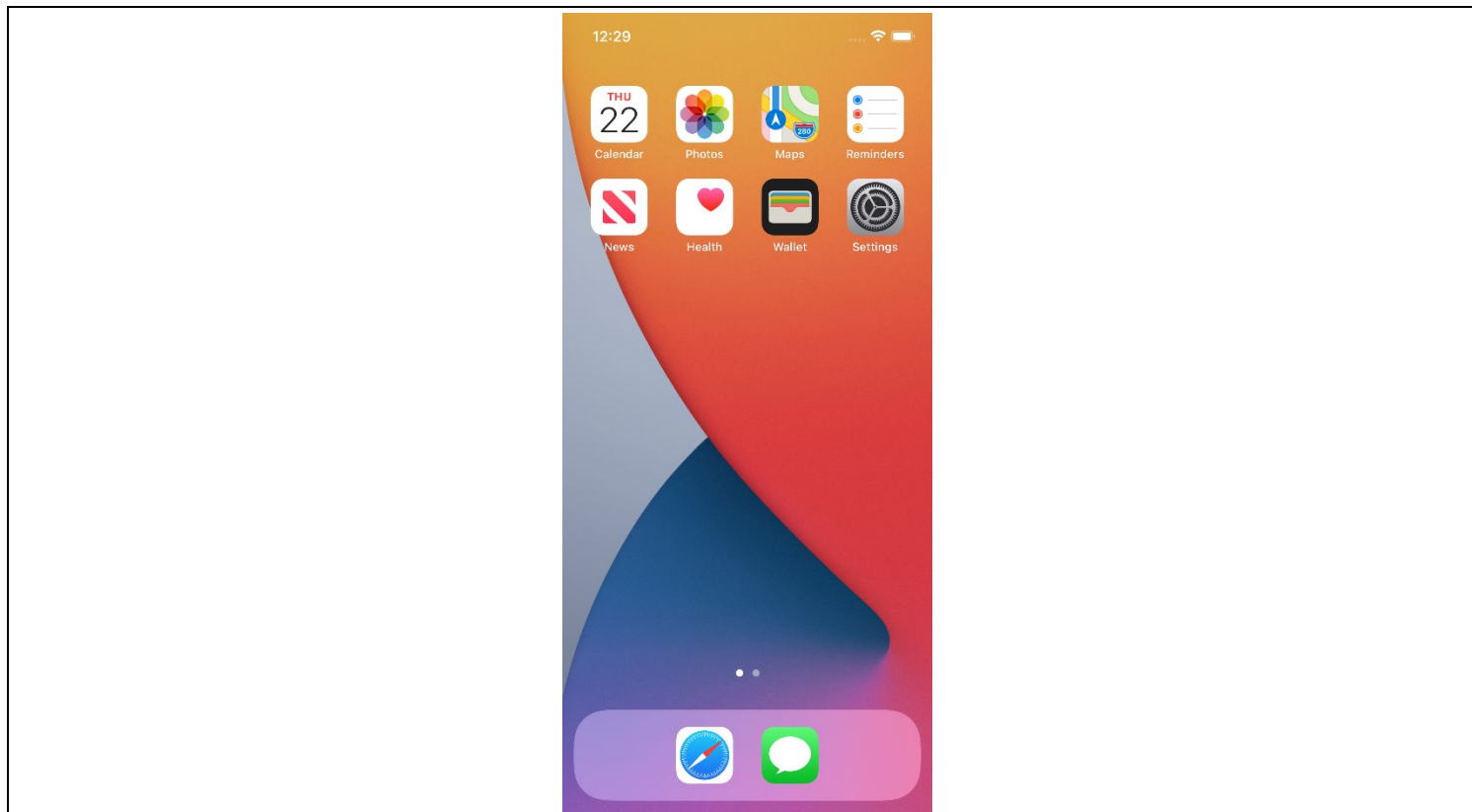
[60b] wherein the application is developed using a software authoring platform configured to simultaneously visually emulate, via one or more profile display windows, a plurality of hardware characteristics indicative of performance of the mobile device when executing the application.



[60b] wherein the application is developed using a software authoring platform configured to simultaneously visually emulate, via one or more profile display windows, a plurality of hardware characteristics indicative of performance of the mobile device when executing the application.

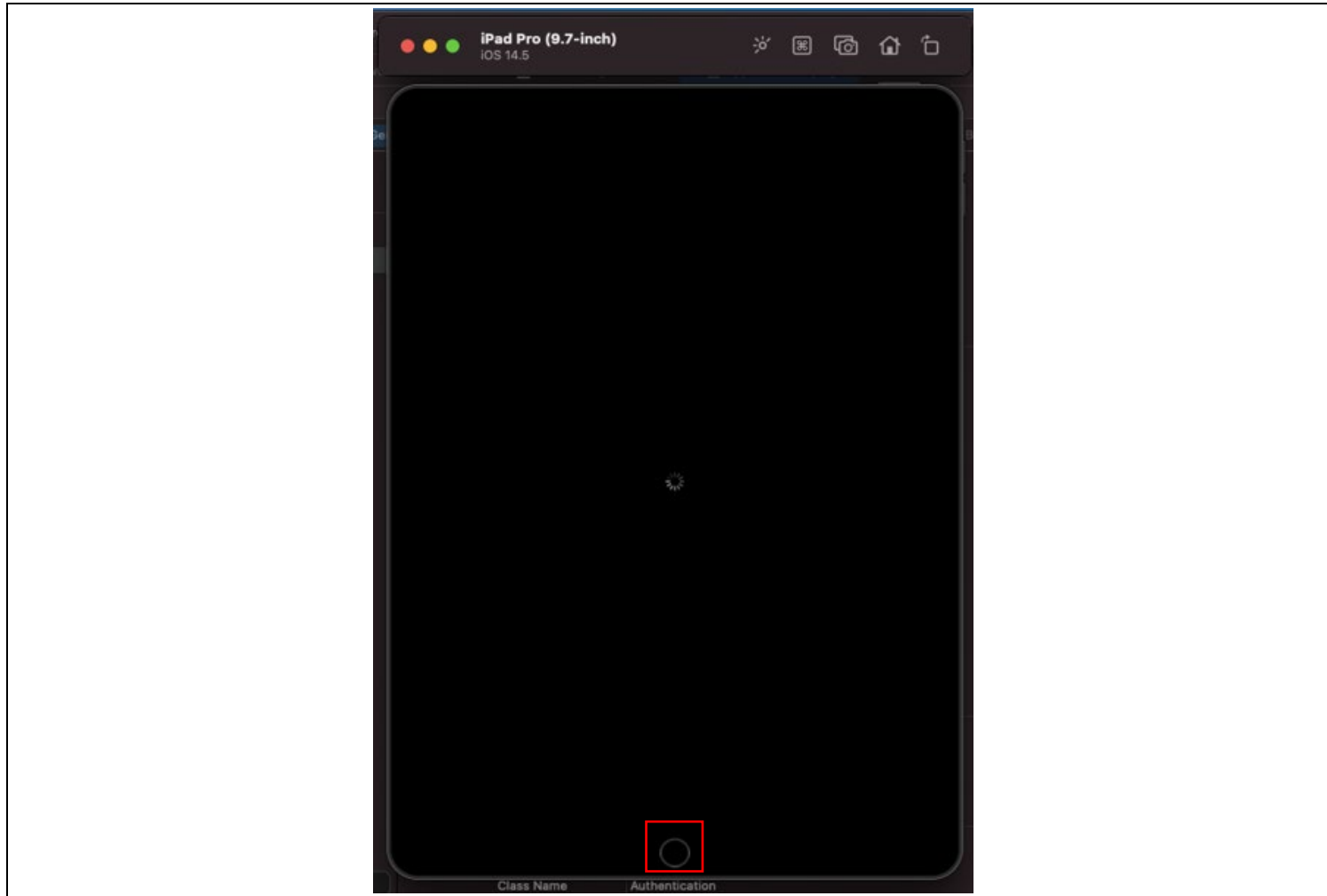
Each model includes characteristics indicative of a corresponding mobile device, such as screen size, resolution, and button availability. For example, the iPhone 12 will have a smaller screen and no buttons, while the iPad Pro 9.7 inch will have a larger screen and a home button on the face:

Simulated iPhone 12:



[60b] wherein the application is developed using a software authoring platform configured to simultaneously visually emulate, via one or more profile display windows, a plurality of hardware characteristics indicative of performance of the mobile device when executing the application.

Simulated iPad Pro (button in box in red):



[60b] wherein the application is developed using a software authoring platform configured to simultaneously visually emulate, via one or more profile display windows, a plurality of hardware characteristics indicative of performance of the mobile device when executing the application.

Xcode Simulator can also be used to simulate other mobile device characteristics, such as the CPU, Memory, and Disk Storage that would be utilized by the application if it were running on a physical device. For example, the screenshot below shows resource usage of an application called “AppTest” as it is being run on a simulated iPhone 12:

