CLAIMS

1. A method of controlling a device (100) comprising a touch-sensitive display (126), comprising:

~~receiving~~ detecting occurrence of an event at the device when the device is in a ~~first user-interface~~ locked state, the event associated with an application on the device;

in response to ~~receiving~~ detecting occurrence of the event, displaying on the touch-sensitive display a user interface that includes information (706) about the ~~received~~ event and a graphical, interactive user-interface object (710) for accessing functionality associated with the ~~received~~ event;

detecting a gesture on the graphical, interactive user-interface object of the user interface on the touch-sensitive display; and

in accordance with a determination that the detected gesture satisfies a predefined condition, transitioning the device from a first user-interface state to a second user-interface state and displaying an application interface (708) for the application associated with the ~~received~~ event.

2. The method of claim 1, wherein the event comprises an incoming phone call, and wherein the application interface is associated with a phone application.

3. The method of claim 2, wherein the information about the ~~received~~ event comprises notification of the incoming phone call.

4. The method of any of claims 2-3, wherein the information about the ~~received~~ event comprises an identifier of the incoming phone call.

5. The method of any of claims 2-4, wherein the application interface comprises an accept call user-interface object.

6. The method of any of claims 2-5, wherein the application interface further comprises a decline call user-interface object.

7. The method of any of claims 1-6, wherein the information about the ~~received~~ event identifies the type of event.

8. The method of claim 7, wherein the type of event is one of an incoming phone call, an incoming message, an incoming electronic mail, and a voicemail.

9. The method of any of claims 1-8, wherein the first user-interface state is a locked state, and

wherein the second user-interface state is an unlocked state.

10. The method of any of claims 1-9, wherein the predefined condition includes the detected gesture being a movement of a point of contact across at least a portion of the touch-sensitive display while maintaining continuous contact with the touch-sensitive display.

11. The method of claim 10, further comprising:

displaying movement of the graphical, interactive user-interface object on the touch-sensitive display in accordance with the movement of the point of contact while continuous contact with the touch-sensitive display is maintained.

12. An electronic device (100), comprising:

a touch-sensitive display (126);

one or more processors (106); and

memory (102) storing one or more programs configured to be executed by the one or more processors, the one or more programs including instructions for performing the method of any of claims 1-11.

13. A computer-readable storage medium storing one or more programs configured to be executed by one or more processors of an electronic device with a touch-sensitive display, the one or more programs including instructions for performing the method of any of claims 1-11.