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Method and System of Operating Multi-Task Interactive Electronic Devices

Abstract

An electronic device for operating multi-task interactive game includes two or more input modules operatively linked to a processor, wherein at least one application and one or more related application, which are able to be simultaneously controlled and operated by the input modules, are executed to be displayed on the display areas respectively and are independently controlled by the input modules at the same time for enabling a user to process the at least one application via one of the input modules and operate the one or more related application at the same time via another input module without interfering the at least one application, on the two or more display areas of the at least one display screen.

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Background/Summary

CROSS REFERENCE OF RELATED APPLICATION [0001] This is a Continuation-In-Part application that claims the benefit of priority under 35U.S.C. § 120 to a non-provisional application, application Ser. No. 17/539,177, filed Nov. 30, 2021, the entire content of which is expressly incorporated herein by reference.

BACKGROUND OF THE PRESENT INVENTION
Field of Invention
[0002] The present invention relates to a method and arrangement of operating electronic device, and more particularly to method and arrangement of operating multi-task interactive electronic devices for playing games, such as a card game, or processing softwares or applications in electronic devices between two or more people through a communication network in a real-time manner.
Description of Related Arts
[0003] The games, such as casino or gambling games and video games, are dramatically popular for entertainment people nowadays. The games usually have the basic rules, so that the players play the game with the strategies based on the rules. Some of the gambling type games are designed for people betting against each other, such as poker; the other games are designed for the player wagering against the dealer.
[0004] The reality games in casino generally being played by the following two methods. One of the main types of gambling games is the table games. These types of games usually require one or more players physically gather together on a specific designed gambling table, wherein there may have at least one dealer to host the gambling game, so that the players are able to wager against the house. On the other hands, the players may also gather together at the gambling table for playing against each other, such as Texas Hold'em poker game, and one of the players can be the dealer of the game when he or she meets the agreed requirements. However, during the peak gambling time in the casino, all the tables of the table games may be crowded and full of players, so that it is hard to get a spot for playing the game. The player may have to wait in line in order to play. It is time consuming and tiring for the gamblers.
[0005] In addition, most casinos require a certain dress code policy that delineates what should be the acceptable and appropriate standard of dress and personal appearance of the players. For example, the player may not be able to wear pajama to play the table game when he or she stays in the hotel room. Therefore, he or she may not want to leave the hotel room at all. Disable people or seniors may not able to travel long distance in order to play the table game. Furthermore, privacy is also limited some high profiled clients who will stay away from the game.
[0006] The other main types of the games in casino are the machine type games, such as electronic gaming machines, which may include slot machines or roulettes. Take the roulette for example, the display panel of the machine may have a virtual roulette spinning wheel, wherein after the player betting on the desired numbers, colors, or odd or even of the numbers, the player can push a bottom to spin the virtual wheel to randomly generate the numbers, so as to determine the winning or losing of the player. In general, the player is wagering against the machine when he or she chooses to play the machine type games. Therefore, the virtual games of the gambling machines are unable to provide the gamblers the fun of betting or playing against other real players. In other words, this

type of game is limited to the chatting among players. There is no communication and interaction, sociability among players.

[0007] In addition, most electronic devices are powerful enough to run two applications at the same time for multi-tasking. For example, the player is able to play via a game application and chat with friends via another chat application. However, these applications are controlled by one single input. In other words, when the player wants to control the game, he or she must switch the input corresponding to the game application. When the player wants to chat with friends, he or she must switch the input back to the chat application from the game application. This switching manner will interfere the flow of the game and the chatting as well.

[0008] Thereby, the current methods for playing games, especially for gambling games in casino, are limited, so that the gamblers or players have not much chooses.

[0009] Such switching burden also exists in processing software applications and/or computer languages, such as processing a word or graphic document, by opening one window and chatting with friends with a communication software or APP by opening another window. The user is required to switch between the windows from time to time too. Specially in users with physical medical tremors, it can be severely limiting to operate programs like these that require continues dexterity.

[0010] Some potentially harmful bacteria or viruses can survive for prolonged periods of time on the keyboards. But most of us are pretty vigilant about keeping our kitchens and bathroom clean, but few of us are keeping our keyboard clean. A laptop is a communal convenient portable. the laptop can be used in a coffee shop, the laptop can be used in the park, the laptop can be used in everywhere. In other words, bacteria and virus can cultivate in electronic device like laptops and cross contamination can happen from user to laptop contaminating where one user can contaminate multiple laptop and multiple laptops can also contaminate one user or multiple users. Making laptops and other electronic devices able to disinfect bacteria or virus through the use of ultraviolet light built in to the electronic device or detachable manually, mechanically, robotically built in or through a display screen program in the electronic devices to discharge ultraviolet lighting.to prevent the transmission of pathogens.

SUMMARY OF THE PRESENT INVENTION

[0011] The invention is advantageous in that it provides a method and arrangement of operating multi-task interactive electronic device for playing games through a communication network while disinfection the user immediate surroundings through the use of ultraviolet light. Therefore, the player will be a safer convenient tool not having to depend on toxic chemicals when making a choice of staying in the hotel room, lying at the pool side area, or while lounging.

[0012] Another advantage of the present invention is to provide a method and arrangement of operating multi-task interactive electronic device for playing games or processing softwares or applications such as processing word or graphic documents, in which the user is able to control at least two applications simultaneously by at least two input modules in a real-time manner without interfering with the applications.

[0013] Another advantage of the present invention is to provide a method and arrangement of operating multi-task interactive electronic devices, including but not limited to augmented reality and virtual reality (AR/VR) devices, working independently or in conjunction with at least an electronic device for playing games or processing softwares or applications such as processing word or graphic documents, in which the user is able to control at least two applications simultaneously by at least two input modules in a real time manner without interfering with the applications.

[0014] Another advantage of the present invention is to provide a method and arrangement of operating multi-task interactive electronic device(s) for playing games, wherein the players of the game are able to remotely play the selected game while being able to play against one or more of other real players playing through the communication network in a real-time manner.

[0015] Another advantage of the present invention is to provide a manual, automatic, mechanical and or robotic program process of disinfection the electronic devices and also disinfect the immediate users surrounding while the user is operating the electronic devices such as the augmented reality and virtual reality (AR/VR) devices, display touch screen control devices, computer, laptop, pen, paper, and audio recorder. In other words through the ultraviolet light source the user can disinfect objects manually, automatically, mechanically and or robotically.
[0016] Another advantage of the present invention is to provide a method and arrangement of playing games or processing softwares or applications such as processing word or graphic documents in an electronic device, wherein the players or users are able to play the games or process the softwares or applications anywhere anytime via remotely linking the individual electronic devices through the communication network.
[0017] Another advantage of the present invention is to provide a method and arrangement of playing games, wherein the player is able to set his or her own character and stay at a comfortable location to challenge the opponents in order for the adventure fantasy of the game.
[0018] Another advantage of the present invention is to provide a method and arrangement of playing games or processing softwares or applications, wherein the players or users are able to remotely play the game or process the software or application while communicatively chatting with other real players or users through the communication network.
[0019] Another advantage of the present invention is to provide an arrangement of operating multi-task interactive electronic devices for playing games, wherein the communication network of the casino is able to link to a plurality of individual electronic devices, such as slot machines, electronic roulettes, and electronic poker games, so that the players are able to remotely bet or play the gambling game against another real player and/or the dealer, which may be the machine, via the individual electronic devices through the communication network. Therefore, the players have no need to physically go to the crowded gambling table of the table type games or sit in front of the machines while being able to play against the real players.
[0020] Another advantage of the present invention is to provide electronic devices for social distancing where the program of the device are preset by the facility or the user to have set distancing paramotors between users attempting to operated electronic device to close to each other as a means to provide social distancing and safety by avoiding crowds.
[0021] Another advantage of the present invention is to provide a method and arrangement of operating multi-task interactive electronic devices for playing game, wherein the player is able to active a sideline program for operating multi-task while interacting with one or more electronic devices by inputting membership information such as by inserting a membership card which may digitally store the player information and the prepaid money therein or by means of face or fingerprint recognition to verify the player's information and open the player's prepaid money account stored in the central control of the host of the game, such as the casino, for actuating the games. Thereby, the arrangement may also eliminate the precisely and accurately counting process of physical cash or betting chips after each round of the betting or wagering of the game, so as to enhance the security of the casino and players. Accordingly, the arrangement will be designed primarily for the use of the guest of an establishment such as a hotel. Gambling atmosphere will be fully provided for the establishment guest to play the game anywhere.
[0022] Another advantage of the present invention is to provide a method and arrangement of operating multi-task interactive electronic device(s) for playing game, wherein the information of the player, including credit card information and personal information, will be encrypted and stored, such tokenization, etc.
[0023] Another advantage of the present invention is to provide an method and arrangement of collecting big data from the consumer as a means to improve the publics safety, entertainment experience and industry growth.
[0024] Another advantage of the present invention is to provide a method and arrangement of

operating multi-task interactive electronic device(s) like a Virtual Reality/Augmented Reality (VR/AR) device and a display touch screen controls with ultraviolet light for disinfecting and surface area, Physical surrounding space and objects automatically, robotically, mechanically and or manually.
[0025] Another advantage of the present invention is to provide a method and arrangement of operating multi-task interactive electronic device(s) for disinfecting, wherein an electronic device provides ultraviolet light source for disinfecting.
[0026] Another advantage of the present invention is to provide a method and arrangement of operating multi-task interactive electronic device(s) for disinfecting, wherein an electronic device provides to arrange a disinfection in a timely opportunistic manner.
[0027] Another advantage of the present invention is to provide a method and arrangement of operating multi-task interactive electronic device(s) for disinfecting, wherein an electronic device program provides multiple off and on cancelations commands for disinfecting when a disinfecting space or surface areas have a human body part while the electronic device is in use.
[0028] Another advantage of the present invention is to provide a method and arrangement of operating multi-task interactive electronic device(s) for disinfecting, wherein the electronic device provides an arrange a disinfection according to the position of the electronic device.
[0029] Another advantage of the present invention is to provide a method and arrangement of operating multi-task interactive electronic device(s) for disinfecting wherein the elective device provides a design space for the ultraviolet light device to form a disinfecting space for disinfecting.
Additional advantages and features of the invention will become apparent from the description which follow, and will be realized by the following description of the instrumentalities and combinations particular pointing out in the appended claims.
[0030] According to present invention, the foregoing and other objects and advantages are attained by providing an electronic device for operating multi-task interactive game, comprising: [0031] at least a processor that executes at least a game application and a game related application with different interactive programs at the same time; [0032] a screen module, operatively linked to the processor, comprising at least a display screen having two or more display areas for displaying the game application and the game related application thereon respectively; and [0033] two or more input modules operatively linked to the processor, wherein the game application and the game related application, which are able to be simultaneously controlled and operated by the input modules respectively, are executed to be displayed on the display areas respectively and are independently controlled by the input modules at the same time for enabling a user to process of the game application via one of the input modules and operate the game related application at the same time via another the input module without interfering the game application. In one embodiment, the headset electronic device further comprising a control module which generates one or more sidelines to be displayed on the display screen to split the display screen into the two or more display areas to display the game application and the game related application respectively.
[0034] In one embodiment, wherein at least one of the sidelines is generated as one of a horizontal sideline and a vertical sideline being movable on the display screen to split the display screen into two or more the display areas so as to adjust a size of each of the display areas correspondingly.
[0035] In one embodiment, the electronic device further comprises a control panel foldably coupled with the display screen, wherein the input modules are provided at the control panel to independently control the game application and the related application displayed on the display area of the display screen.
[0036] In one embodiment, wherein one or more sidelines are generated on the control panel to split the control panel into two or more control areas according to a position of the display area, wherein the two or more control areas are axial symmetry based on a connection portion between the screen module and the control panel, wherein each of the one or more sidelines formed on the control panel is a control sideline to separate the input modules thereon.

[0037] In one embodiment, the electronic device further comprising a control panel foldably coupled with the display screen, wherein the input modules are provided at the control panel to independently control the game application and the related application displayed on the display area of the display screen.
[0038] In one embodiment, wherein one or more sidelines are generated on the control panel to split the control panel into two or more control areas according to a position of the display area, wherein the two or more control areas are axial symmetry based on a connection portion between the screen module and the control panel, wherein each of the one or more sidelines formed on the control panel is a control sideline to separate the input modules thereon.
[0039] In one embodiment, wherein two of the sidelines are generated on the display screen and the control panel that the sideline formed at the display screen is a visual sideline to separate the game application and the game related application displayed on the display areas respectively while the sideline formed at the control panel is a control sideline to separate the input modules thereon.
[0040] In one embodiment, wherein two of the sidelines are generated on the display screen and the control panel that the sideline formed at the display screen is a visual sideline to separate the game application and the game related application displayed on the display areas respectively while the sideline formed at the control panel is a control sideline to separate the input modules thereon.
[0041] In one embodiment, wherein two of the sidelines are generated on the display screen and the control panel that the sideline formed at the display screen is a visual sideline to separate the game application and the game related application displayed on the display areas respectively while the sideline formed at the control panel is a control sideline to separate the input modules thereon.
[0042] In accordance with another aspect of the invention, the present invention provides an arrangement for operating disinfection for a user, comprising: [0043] at least one electronic device which comprises an operation unit, a cover unit configured to be apart from the operation unit during an operation of the at least one electronic device and cover the operation unit when the at least one electronic device is not in use, and at least a processor that executes at least one program, wherein the operation unit has a hand reachable area for the user; [0044] at least one ultraviolet light emitter mounted at a predetermined position when the at least one electronic device is under operation such that the at least one ultraviolet light emitter generates and emits ultraviolet light toward the hand reachable area of the operation unit; and; [0045] a control module configured to be executed to control the at least one ultraviolet light emitter to generate and emit the ultraviolet light to cover the hand reachable area for performing disinfection of the operation unit so that the user is capable of hand contacting the hand reachable area of the operation unit which is disinfected by the ultraviolet light.
[0046] In one embodiment, wherein the operation unit comprises an input unit and the hand reachable area is a hand reachable inputting area of the input unit, wherein the ultraviolet light generated from the ultraviolet light emitter is emitted towards and covering the hand reachable inputting area of the input unit.
[0047] In one embodiment, wherein the cover unit comprises an output unit also has a hand reachable outputting area for the user and the control module is configured to be executed to control the at least one ultraviolet light emitter to generate and emit the ultraviolet light to cover the hand reachable outputting area for performing disinfection of the output unit so that the user is capable of hand contacting the hand reachable outputting area of the output unit which is disinfected by the ultraviolet light.
[0048] In one embodiment, the electronic device, wherein the at least one ultraviolet emitter is mounted on the at least one electronic device and is communicatively connected with the control module.
[0049] In one embodiment, the arrangement, further comprises an AR/VR device, wherein the ultraviolet emitter is mounted on a front portion of the AR/VR device and communicatively with the control module, wherein the control module controls the ultraviolet projector of the AR/VR

device to generate the ultraviolet light.
[0050] In one embodiment, the arrangement, further comprises a camera mounted on the at least one electronic device and communicatively connected with the control module, wherein the control module controls the camera of the cover portion to monitor the operation unit and the emitting of the ultraviolet light upon the hand reachable area of the operation unit, wherein the control module controls the camera to identify a disinfection target whether be covered by the ultraviolet light generated by the ultraviolet emitter, if the disinfection is covered, the control module controls the ultraviolet emitter to generate the ultraviolet light for disinfecting the disinfection target.
[0051] In one embodiment, wherein between the operation unit and the cover unit is defined a disinfection space, wherein before the disinfection starts, the control module detects the disinfection space is occupied through the camera of the output unit, the control module cancels the disinfection.
[0052] In one embodiment, the arrangement further comprises an artificial module, which is executed by the processor, communicatively connected with the control module, wherein the artificial intelligence module arranges a disinfection through comparing an operation time gap and a disinfection time and determines the operation time gap between a current game application is finished and a new game application is started.
[0053] In one embodiment, wherein the ultraviolet light emitter is mounted on the cover unit and a position of the ultraviolet light emitter of the cover unit is configured to a corresponding position of the ultraviolet light emitter of the operation portion, such that while the at least one electronic device in a close status, the ultraviolet light emitter of the cover portion emits the ultraviolet light towards and upon at least the hand reachable area of the operation unit for disinfection for a predetermined period of time.
[0054] In one embodiment, the arrangement further comprises a positioning unit for detecting a location of the at least one electronic device, wherein the artificial intelligence module is communicatively connected with the positioning unit, wherein the artificial intelligence module arranges a disinfection according to a current location and a disinfection time recorded in the artificial intelligence module.

Description

BRIEF DESCRIPTION OF THE DRAWINGS
[0055] FIG. **1** is a flow chart of a method of playing games according to a preferred embodiment of the present invention.
[0056] FIG. **2** is a block diagram of an operating system of two or more electronic devices according to the preferred embodiment of the present invention.
[0057] FIG. **3** is a perspective view of the electronic device according to the preferred embodiment of the present invention.
[0058] FIG. **3**A illustrates an augmented reality and virtual reality (AR/VR) device embodied as the electronic device according to the preferred embodiment of the present invention.
[0059] FIG. **3**B illustrates the image of the AR/VR operator to be seen in the AR/VR device of the FIG. **3**A in relative to the operation and functions according to the preferred embodiment of the present invention.
[0060] FIG. **3**C is a block diagram illustrating the interacting of the electronic device, the AR/VR device, the smart device, and the networking system according to the preferred embodiment of the present invention.
[0061] FIG. **4**A is a block diagram illustrating a modification of the electronic device according to the preferred embodiment of the present invention.
[0062] FIG. **4**B is a block diagram illustrating another modification of the electronic device

according to the preferred embodiment of the present invention.
[0063] FIG. **5** illustrates the electronic device as a tablet computerized device according to the preferred embodiment of the present invention.
[0064] FIGS. **6**A to **6**C illustrate various settings of the electronic device as a laptop-like computerized device according to the preferred embodiment of the present invention.
[0065] FIG. **7** illustrates the size adjustment of each of the display areas via the movement of the sideline according to the preferred embodiment of the present invention.
[0066] FIGS. **8**A to **8**C illustrate different sideline configurations of the electronic device and how to reset or reposition the sidelines of the electronic device according to the preferred embodiment of the present invention.
[0067] FIGS. **9**A to **9**C illustrate the electronic device interacting with the AR/VR device according to the above preferred embodiment of the present invention.
[0068] FIGS. **10**A and **10**B illustrate the usage of two electronic devices together according to the preferred embodiment of the present invention.
[0069] FIG. **11** is a block diagram illustrating the interacting of the electronic device and the AR/VR device according to the preferred embodiment of the present invention.
[0070] FIG. **12** is a schematic diagram illustrating the arrangement of the multi-task interactive electronic device and AR/VR device according to the preferred embodiment of the present invention.
[0071] FIG. **13** is a flow chart illustrating the interacting of the smart cellular phone, the gaming electronic device and the AR/VR device according to the preferred embodiment of the present invention.
[0072] FIG. **14** is a perspective view of the electronic device according to another preferred embodiment of the present invention.
[0073] FIG. **15** is a perspective view illustrating the AR/VR device having a Ultraviolet project according to the preferred embodiment of the present invention.
[0074] FIG. **16** is a perspective view illustrating the AR/VR device projecting ultraviolet light to the electronic device according to the preferred embodiment of the present invention.
[0075] FIG. **17** is a perspective view illustrating the electronic device having a ultraviolet light projector according to another preferred embodiment of the present invention.
[0076] FIG. **18** is a perspective view illustrating the ultraviolet light projector projecting the ultraviolet light to a surface according to another preferred embodiment of the present invention.
[0077] FIG. **19** is a perspective view of the electronic device according to another preferred embodiment of the present invention.
[0078] FIG. **20** is a perspective view of the electronic device according to another preferred embodiment of the present invention, which illustrates the ultraviolet light Projector is protruded from the display screen.
[0079] FIG. **21** is a perspective view of the electronic device according to another preferred embodiment of the present invention, which illustrates the electronic in a close statues.
[0080] FIG. **22** is a perspective view of the electronic device according to another preferred embodiment of the present invention, which illustrates the structure of the ultraviolet light project.
[0081] FIG. **23** is a perspective view of the electronic device according to another preferred embodiment of the present invention, which illustrates the ultraviolet light project is located on the bottom of the display screen.
[0082] FIG. **24** is a perspective view of the electronic device according to another preferred embodiment of the present invention.
[0083] FIG. **25** is a perspective view of the electronic device according to another preferred embodiment of the present invention.
[0084] FIG. **26** is a perspective view of the electronic device according to another preferred embodiment of the present invention.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

[0085] The following description is disclosed to enable any person skilled in the art to make and use the present invention. Preferred embodiments are provided in the following description only as examples and modifications will be apparent to those skilled in the art. The general principles defined in the following description would be applied to other embodiments, alternatives, modifications, equivalents, and applications without departing from the spirit and scope of the present invention.

[0086] Referring to FIG. **1** of the drawing, a method of operating an electronic device for playing games, especially for card games, according to a preferred embodiment of the present invention is provided, wherein the method comprises the steps as below.

[0087] (a) Allow a plurality of players to play at least a game or process at least a software or application via a plurality of individual electronic devices **10** respectively.

[0088] (b) Remotely link the individual electronic devices **10** to a networking system **20**, wherein the players or users are able to play the same game or process the same software or application with each other through the networking system **20** in a real time manner.

[0089] (c) Enable the players to chat with each other through the networking system **20** in a real time manner, wherein the players or users are able to remotely and simultaneously play the game or process the software or application and chat with each other via the individual electronic devices **10** through the networking system **20**, such that the networking system **20** forms not only a playing or processing channel for the player or user to play the game or to process the software or application but also a communication channel for the players or users to chat so as to enhance the entertainment of the game or the software or application.

[0090] Accordingly, the networking system **20** may further comprise at least a central control **40** for centrally managing the networking system **20**. The central control **40** preferably comprises an information storage module **41** for storing a plurality of information of players or users, and a plurality of game, software and/or application programs **42** electrically and digitally stored in the central control **40** for providing variety of games, softwares or applications being remotely and virtually played or processed by the players or users.

[0091] According to the preferred embodiment of the present invention, the electronic devices **10** can be a notebook type electronic device as illustrated in FIG. **3**, an augmented reality and virtual reality (AR/VR) device **9** as illustrated in FIGS. **3**A and **3**B, a tablet type electronic device as illustrated in FIG. **5**, an innovative electronic device as illustrated in FIGS. **6**A to **6**C, and/or any other like electronic device that can be operated with a computer program and or a sideline program to form and display a slidable sideline on the display screen and/or the control panel of the electronic device.

[0092] According to the preferred embodiment of the present invention, when the game to play is a gambling game such as card game, the central control **40** remotely linked with the individual electronic devices **10** to form the virtual dealer to deal and shuffle a predetermined deck of playing cards for the players to play the game through the networking system **20**. Accordingly, the players will play the game through the networking system **20** as if they are playing the real table game.

[0093] Therefore, the players or users are able to remotely connect the notebook type or tablet type individual electronic device **10** and/or the (AR/VR) device **9** to the remote connecting module **31** for communicatively accessing the communication network **30** and for playing the games or processing the softwares or applications that the communication network **30** provided in an authorized manner. The communication network **30** can be any networks, such as a computer network, International Mobile Telecommunication network, inter-net, other private or public internal networks, and etc., so that through connecting to the designated communication network **30**, the players or users are able to play the games or process the softwares or applications in a remote manner.

[0094] The arrangement preferably further comprises the chatting module **43** linked to the

networking system **20** for enabling the players or users to chat with each other through the networking system **20** in a real time manner through video, image, audio, and/or text communication via the electronic devices **10** through the networking system **20**. The networking system **20** forms not only a playing or processing channel for the players or users to play the game or process the software or application but also a communication channel for the players or users to chat so as to enhance the entertainment of the game or the processing of the software or application, such that the players or users are able to remotely and simultaneously play the same game or process the same software or application and chat with each other via the notebook type or tablet type individual electronic devices **10** and/or in the (AR/VR) devices **9** through the networking system **20**.

[0095] It is worth mentioning that the player or user is able to search other players through the chatting module **43**. For example, the player or user is able to input the player or user name in the electronic device **10** (including for example the AR/VR device **9**) for searching a particular player or user. Likewise, the player or user is able to search different players or users within a predetermined radial range of the electronic device **10**. The player or user is able to set a private group for one or more designated players or users to join or a public group for any player or user to join.

[0096] According to the preferred embodiment of the present invention, the step (b) preferably further comprises a step of providing a virtual dealer to deal and shuffle a predetermined deck, selected by players in a random or orderly flow of playing cards for the players to play the game through the networking system **20** when the game is a card game.

[0097] The method of the present invention may further comprise a step of activating the notebook type or tablet type individual electronic devices **10** and/or the AR/VR devices **9** by the players or users to communicate between the players or users through the communication network **30**, so that after the individual electronic device **10** is being activated by the player or user in the authorized manner, the player or user is able to monitor the selected game or the selected software or application on a display screen of the individual electronic device **10** and to controllably interact with the game, such as entering a common or betting for gambling type games, or the softwares or applications.

[0098] According to the preferred embodiment of the present invention, the central control **40** further comprises a verification module **44** for verifying the player or user to play the game or to process the software or application via the individual electronic device **10** in the authorized manner, wherein each of the players or users is able to sign in the networking system **20** to participate the games or the softwares or applications and to sign out the networking system **20** to quit the games or the softwares or applications at any time without interfering with the flow of the game.

[0099] According to the preferred embodiment of the present invention, the verification module **44** can use the biometric technology, such as fingerprint, face recognition, hand geometry, iris recognition, or the like, to verify the person whether he or she is the authorized player or user. Preferably, a photo ID is used at the time when the player or user signs in and signs out the game or the software or application while the date and playing or processing time will be recorded.

[0100] Therefore, the step (a) may further comprise a step of verifying the player or user to play the game or to process the software or application via the individual electronic device **10** in an authorized manner. Each of the players or users may be able to sign in the networking system **20** to participate the game or the software or application and to sign out the networking system **20** to quit the game or the software or application at any time without interfering with the flow of the game, so as to activate the individual electronic devices **10** and or AR/VR device **9** in the authorized manner.

[0101] Therefore, the networking system **20** is able to remotely connect two or more real players at the same time for the player competing or playing against other real players or users simultaneously over the communication network **30**. It should be noted that, through the

networking system **20**, the players or users have no need to physically go to a predetermined gathering location, such as in a gaming room, or a gaming table, while still being able to enjoy the fun and realistic of playing games or processing softwares or applications with other real players or users.

[0102] Accordingly, the surrogate character can be created by the player or user that the surrogate character will be displayed during the playing or processing time. Therefore, other players or users will see the surrogate character instead of the actual image of the player or user. In addition, the username can also be created by the player or user such that the username will be displayed instead of the actual name of the player or user. Therefore, the player or user will be given a player ID and profiled photo ID during the game or the application. Of course, the player or user must use his or her truth person information to register and sign in the central control **40** in order to play the games or to process the softwares or applications.

[0103] A character development module **434** will be provided for the players or users to create their personalized surrogate character, wherein a plurality of fantastic computerized characters will be provided for the players or users to select in order to enhance the entertainment, processing and/or gambling experience. In addition, the character development module **434** further includes digital programs to convert drawings and voice speech into text messages or into digital tool characters.

[0104] The central control **40** may further comprises a chatting program of the chatting module **43** stored thereat, so that when two or more players or users are linked to the communication network **30** of the networking system **20** via each of the notebook type or tablet type individual electronic devices **10** and/or the AR/VR devices **9**, the players or users are further being able to chat and talk to each other while playing the games or processing the softwares or applications over the communication network **30**. Therefore, the reality of the virtual games is further enhanced.

[0105] According to the preferred embodiment of the present invention, the step (c) of the method further comprises a step of providing a text communication platform **431** as the chatting module **43** for the players or users to communicate with each other via text message through the individual electronic devices **10**, such as notebook, tablet, smart device, and/or AR/VR device, so as to allow the players or users to exchange written messages with each other during playing the games or processing the softwares or applications.

[0106] In addition, in order to enhance the reality of chatting with other players or users, the step (c) is preferred to comprise a step of providing a voice communication platform **432** for the players or users to communicate with each other via voice message through the individual electronic devices **10**, such as notebook, tablet, smart device, and/or AR/VR device, so as to allow the players or users to talk to each other during playing the games or processing the softwares or applications.

[0107] Also, the step (c) is preferred to comprise a step of providing a video communication platform **433** for the players or users to communicate with each other via image messages through the individual electronic devices **10**, such as notebook, tablet, smart device and/or AR/VR device, so as to allow the player or users to view each other during playing the games or processing the softwares or applications and to further enhance the reality as of playing the games or processing the softwares or applications face-to-face with other players, users and/or dealers in the real time manner.

[0108] Therefore, in order words, the chatting module **43** preferably comprises the text communication platform **431**, the voice communication platform **432**, and the video communication platform **433** that optimizes the reality of playing games or processing softwares or applications without physically showing up at the predetermined location, so that the player or user has relatively more freedom to play the games or to process the softwares or applications anywhere anytime.

[0109] A step of posting a record of competence in the game or the software or application for each of the players or users at the respective individual electronic device **10** is preferably provided. The record contains winning/losing records or working records and tax information of each of the

players or users in response to the winning/losing records or working records. For example, the remains or totally amount of the cash, gambling chips, digital currency of each of the players at the same game may be showed on the display screen of each of the individual electronic devices on the Virtual Reality/Augmented Reality (VR/AR) device, on the display touch screen control devices and on the smart phone for a cashless environment where all devices can be linked to a casino floor table, slot machine and or electronic progressive game device to provide a touch less surface on a personal or dedicated surface area like the display screen on the electronic device.

[0110] Accordingly, for example, in the entertainment industrial, there are plenty of casinos or gambling rooms have the gambling type games provided for the players playing the game for betting against each other or wagering against the dealer. However, during the peak of gambling, all the table type games in the casino may be full of the players or tourists, so that the casino may face the shortage of game tables or the shortage of dealers. Therefore, the players in the casino may leave with no choose but instead going to play the machine type gambling games. However, the machine type gambling games in the casino, such as slot machines or roulette gambling machines, does not have the function to allow the players to gamble against the other real players.

[0111] Therefore, for example, the communication network **30** is further embodied as a local or private casino communication network **30** for electrically connecting two or more individual electronic devices **10** of one or more casino's customers, so that the players of the casino customer are able to remotely link to the communication network **30** for playing the games remotely through the individual electronic devices **10**. Thus, the players are able to gamble anywhere and anytime that he or she is able to connect to the casino communication network **30**. In other words, the players not only have their own privacy to play the game at their own desired locations but also have communication and interaction, sociability among other players. Preferably, the electronic device **10** comprises a GPS unit for identifying the location of the electronic device **10**. Once the electronic device **10** is out of the casino area or outside of the range of the private casino communication network **30**, the electronic device **10** will be disabled.

[0112] The GPS unit will also provide the Virtual Reality/Augmented Reality (VR/AR) device **9** and the display touch screen control device **10** and additional program to provide 1-20 feet of social distancing between the electronic devices, no matter if the user is operating in combination or independently a display touch screen or a Virtual Reality/Augmented Reality (VR/AR) device the electronic devices can have, send a disturbing signal through the network where the new arriving electronic device will have to back up and allowed for a greater distance between an existing localize electronic device in order for their device to function properly and the same scenario will happen to someone else if they attempt to operate an electronic device to close to the location of an existing user operating an electronic device and so on etc.

[0113] The GPS unit in combination with the electronic device provide the users a map real time of the electrical devices in used throughout the facility as a process to socially distance individuals and also as a means to schedule and reserve locations throughout the facility and amenities while gambling. It is important to mention the user can continue to maintain the location without any disturbances as long as he continues to gamble the minute he or she stops gambling another user can come active his electronic device and lock the location for himself and at the point the previous user will need to create the required distance from the new user in other for his or her electronic device to function properly.

[0114] It is important to understand that the disablement of the electronic devices **10** is a completely disablement of all the functions of the devices. That means no gaming, no processing, no texting, and no internet is allowed. It is not a partial disablement of a program or set of programs and, furthermore, the disablement will activate a security dormant system that is activated when the electronic device **10** and or the VR/AR device is removed from working perimeter boundaries and or are tamper within its working perimeter. It will also interact with the surrounding environment through the internet of things.

[0115] In a case of removal of the electronic device **10**, the electronic device **10** will stop working the panic system, turn on the GPS coordinates, and be given to law enforcement. In addition, the smart phone on file will be called and also the GPS will be activated to located the player or user that the cell towers can triangulate the smart phone position and the credit card will be charged additional penalty fee.
[0116] If the smart phone is in the phone cavity **111**, the smart phone will not be released by the portable electronic device **10**, even when the corrected password is input. Furthermore, the Internet-Of-Things (IoT) can triangulate the device as to the direction, speed and the location of the electronic device **10**. Lastly, the electronic device with IoT technology equipped will interact with other interactive devices, such as switching on light bulbs, turning on radios or like, announcing the location of the damaged or out-of-place electronic device **10** by a dedicated (IoT) speaker near an exit or around the establishment. The same will apply to any tampering of the electronic devices **10** within the facility.
[0117] Preferably, no electronic device **10** and or VR/AR device **9** can be turn off/on. All interactive electronic devices **10** and or the VR/AR device **9** are on stand-by mode at all times, charging or in used. When any of the electronic devices **10** and or the VR/AR device **9** are outside their charging dock and need to be charged, the electronic device **10** and or the VR/AR device **9** will send a high pitch sound and the security features discussed above will take place except for charging the credit card. In other words, the only portable electronic devices **10** and or VR/AR device **9** that are completely off are during repairing or being locked away.
[0118] It is worth mentioning that the preferred embodiment of the present invention is not to be confused for a temporary partial authorization of a particular function in an electronic device and or in the functions of the AR/VR devices or program applications for these devices. In other words, the portable electronic devices **10** and or VR/AR device **9** will be disable completely. The user will not be able to operate any functions and, in addition, the dormant security embodiments mentioned before will be activated as part of the total security system. It is important to mention that the disablement of these electronic devices **10** are not for the management and functions of these electronic devices **10** and or VR/AR device **9**, but for the purpose of stopping and preventing illegal operation and crime activity.
[0119] In another example, the establishment can also be embodied as an education establishment, such as a tutorial school, college, university or similar establishments and the communication network **30** is further embodied as an educational communication network **30** for electrically connecting two or more individual electronic devices **10** of one or more student users thereof, so that the student users are able to remotely link to the communication network **30** for processing education softwares or applications, such as doing a joint project or homework, remotely through the individual electronic devices **10** and or VR/AR device **9**. Thus, the student users are able to discuss, communicate, and doing work anywhere and anytime that he or she is able to connect to the educational communication network **30**. In other words, the student users not only have their own privacy to do the work at their own desired locations but also have communication and interaction, sociability among other group of students for social distancing.
[0120] It is also important to mention the same technology and programs mention earlier in the casino industry can be utilize in the academic arena. In other words, students can continue attending campus and are not limited to classroom overcrowded. Studying at home is very difficult for young individuals unable to overcome the numerous types of distractions that take place. On campus learning is the preferred method of higher learning, where students are in an environment rich with diversity and surrounded by brilliant minds. The social distancing program in the electronic devices will provide students additional security while they learn in an electronic portable device, where they are minutes away from other classmates, professors, faculty staff in the event they have question or need help. The electronic devices will enable user to study together but separately and the campus can set limits as to the number of students able to study together and the

distance for each student in the group and the distances for the groups. Where the program can also take vital signs of the user and provide alerts to the users. The electronic device programs will track the users physical contacts to be analyze by health professionals and for contact tracing in times of contagious diseases.

[0121] In another example, the establishment can also be embodied as a working establishment, such as a working facility, the communication network **30** is further embodied as a working communication network **30** for electrically connecting two or more individual electronic devices **10** and or Augmented Reality/Virtual Reality (AR/VR) device of one or more employed workers thereof, so that the worker users are able to remotely link to the communication network **30** for processing working softwares or applications, such as doing a joint project or program, remotely through the individual electronic devices **10** and or Augmented Reality/Virtual Reality (AR/VR) device. Thus, the worker users are able to discuss, communicate, and doing work anywhere and anytime even if they are not at the seats as long as he or she is able to connect to the working communication network **30**. In other words, the worker users not only have their own privacy to do the work at their own desired locations but also have communication and interaction, sociability among other workers or their supervisors. Preferably, each of the electronic devices **10** and or Augmented Reality/Virtual Reality (AR/VR) device comprises a GPS unit for identifying the location of the electronic device **10** and or the VR/AR device **9**. For example, once the electronic device **10** and or Augmented Reality/Virtual Reality (AR/VR) device **9** is located outside the working area or facility or is out of the range of the working communication network **30**, the particular electronic device **10** and or Augmented Reality/Virtual Reality (AR/VR) device **9** will be disabled for security reasons.

[0122] Furthermore the electronic device **10** and the Augmented Reality/Virtual Reality (AR/VR) device can help in the work force especially in areas of close communal environment like meat factories where the work require side to side actions by multiple individuals for mass production and distribution. Consider the Augmented Reality/Virtual Reality (AR/VR) devices on all working individuals that are cutting on the meat or packaging where the ultraviolet light on each individua Augmented Reality/Virtual Reality (AR/VR) device is working on multiple selected targeted areas preselected or selected on at a moment notice to disinfect. Where you can have one or multiple Augmented Reality/Virtual Reality (AR/VR) device on one electronic device **10** or vice versa. Where the Augmented Reality/Virtual Reality (AR/VR) device have zooming capacity, the ability to share and notice targeted images between each other for disinfecting.

[0123] It is important to mention the Augmented Reality/Virtual Reality (AR/VR) device digital viewing field can accommodate the user with a white light field of vision inside the Augmented Reality/Virtual Reality (AR/VR) device, while outside the users Augmented Reality/Virtual Reality (AR/VR) device the viewing field area can be illuminated by the bluish ultraviolet light color in operation. In other words the Augmented Reality/Virtual Reality (AR/VR) device can be white balance to help the user see the meat in normal color as to the type, condition, size, dept, and location of the meat while the external viewing field (outside the VR/AR device **9**) the immediate surroundings are filled with ultraviolet light in a bluish color without affecting the users work performance, all while the ultraviolet lights are disinfecting everything including the meat. The same invention can be developed for numerous other industries to include medicine, surgery, pharmacy etc.

[0124] It is worth mentioning dept perception is vital to this invention as it relates to the Augmented Reality/Virtual Reality (AR/VR) device in the workforce. Where the lens or lenses can be adjusted in order to account for longer or shorter pupillary distance (PD) in individuals to reduce fatigue, headaches, and blurry vision like in magnifications, and motion parallax errors.

[0125] For instance, the players or users may be able to connect the individual electronic devices **10** and or the Augmented Reality/Virtual Reality (AR/VR) device to the communication network **30** of the establishment while staying in the establishment, such as hotel of the casino, school or

working facility.
[0126] Accordingly, for example, the game players are able to play the casino games to wager against the virtual dealer of game program **42** installed in the central control **40** via plugging into a communication plug provided in a hotel room to wirely connect to the communication network **30** of the casino or wirelessly link to the communication network **30** of the casino with a provided password. Therefore, the players are able to remotely gamble via playing the virtual games over the communication network **30** against other real players in a real time manner.
[0127] Also, the student users are able to do their home works or projects through the designated softwares or applications installed in the central control **40** of the school via plugging into a communication plug provided in their dormitory or library to wirely connect to the communication network **30** of the educational facility or wirelessly link to the communication network **30** of the educational facility with a provided password. Therefore, the student users are able to remotely and jointly work via the softwares or applications over the communication network **30** with other student users in a real time manner.
[0128] Similarly, the worker users are able to do their works or projects through the designated software or application installed in the central control **40** of the working facility via plugging into a communication plug provided in the work station, meeting room, cafeteria, or etc. to wirely connect to the communication network **30** of the working facility or wirelessly link to the communication network **30** of the working facility with a provided password. Therefore, the worker users are able to remotely and jointly work via the softwares or applications over the communication network **30** with other users in a real time manner.
[0129] Referring to FIG. **2** of the drawings, the present invention further provides an arrangement of operating multi-task interactive electronic devices for playing games or processing softwares or applications through a networking system **20** thereof. The arrangement comprises the networking system **20** which preferably comprises the communication network **30** and the central control **40** as mentioned above, and the plurality of individual electronic devices **10**, such as a notebook type electronic device as illustrated in FIG. **3**, an augmented reality and virtual reality (AR/VR) device **9** as illustrated in FIGS. **3**A and **3**B, a tablet type electronic device as illustrated in FIG. **5**, an innovative electronic device as illustrated in FIGS. **6**A to **6**C, and/or any other like electronic device adapted to be operated with a sideline program to form and display a slidable sideline on the display screen and/or the control panel of the electronic device **10** and or on the VR/AR device **9**.
[0130] As an example, when the present invention is embodied as a method of playing games in a casino or the like as the establishment, the individual electronic devices **10**, such as a personal computer, a notebook, a tablet, an iPad, a smart phone, a portable personal electronic device, an AR/VR device, or any other electronic devices which is able to link to the networking system **20** wired or wirelessly in the remotely connection manner, wherein the casino players are able to use the individual electronic devices **10** as the portable game consoles to remotely joint the networking system **20** for selectively monitoring and interacting with the games displayed on the game consoles with other real gambling players in the real time manner. In other words, each of the individual electronic devices (game consoles) **10** and or VR/AR device **9** are programmed to be able to interact with the other paired game consoles **10** and or VR/AR device **9** for playing the same game in real time manner.
[0131] It is important to mention the electronic devices **10** and the VR/AR device **9** can be pair for display and control vice versa. They both can also be link to the smart phone through a computer program, with a positional program, audio control program or text control program to control both the electronic device **10** and the VR/AR device **9** together or individually. Including the said ultraviolet light program on the electronic devices **10** and or on the VR/AR device **9**, and or independent ultraviolet light programs not on any of the electronic devices **10** or on the VR/AR device **9** but on permanent or temporary structure in the facility and are part of the network system (IoT).

[0132] Accordantly, for example a user can active and set parameters for the ultraviolet light program for inside the hotel room by using the smart phone, the electronic device **10** and or the VR/AR device **9** in combination or independent. This is especially important because no one else but the hotel guest will know the objects, duration, and time for safe distribution of ultraviolet light. Where the room and all electronic devices will have safety features to be cancel manually inside the room and remotely. And where outside before coming into the hotel room all said electronic devices mention above can turn off the ultraviolet light operations in the room and can notify the guest.
[0133] It is worth mentioning that the casino players are able to select variety games provided in one single game console **10** and or VR/AR device **9**, so that there is no need for players physically going to each of the gambling table for different types of games. Also, the players do not have to join the crowded gaming tables of the games while being able to enjoy playing with other players, to socialize with other players, and enjoy the entertaining environment in the casino.
[0134] The game console (electronic device) **10** and or the VR/AR device **9** in the casino are remotely linked to the networking system **20** to communicate with the central control **40** is also programmed that the game console **10** and or VR/AR device **9** are able to automatically count the winning or losing of each round of the game, so that the players may be able to collect the credit of winning or losing and cash the credit after the finishing the games. Therefore, the game consoles **10** and or the VR/AR device **9** are able to enhance the safety of the players by eliminating the need of carrying large amount of chips or cash, and solve the problem of the dealer shortage in casino.
[0135] In the preferred embodiment of the present invention, the method of operating multi-task interactive electronic devices for playing games may further comprise a step of providing a plurality of the game consoles as the individual electronic devices **10** and or VR/AR device **9** which can be interacting with each other for playing the same game and/or chatting with each other, so that the players of the casino customers are able to operate multiple tasks with their game consoles **10** and or VR/AR device **9**. For example, the players can enjoy the games simply via the display of their game consoles **10** and or VR/AR device **9** to bet, monitor the games, and to remotely play with other real players who's being automatically arranged to the same virtual game room of the game via the central control **40**. Therefore, the players are able to stay in the same seat for selectively playing the games without moving around to different gaming tables of the games. Accordingly, casino will increase value of clients without having to expand casino facility size or increase extra wages for additional employees. By saving construction cost and waging cost, casino will be able to develop better services and to maintain high level entertainment quality.
[0136] As mentioned above, the arrangement may further comprise the chatting module **43** electrically stored in the central control **40**, so that the players are able to play against the other players remotely connected to the networking system **20** while talking and chatting with each other, so as to enhance the reality as of playing in a real gaming table of game. In other words, the player, who is the casino resort quest, can play game any time anywhere even he or she is not presently stay in the casino resort.
[0137] The information storage module **41** of the central control **40** may store a plurality of personal information of the players, such as the ID numbers, pictures, phone numbers, names, mail and email addresses, passwords, and/or any activity records regarding the playing of the games, such as gaming dates, winning or losing thereof, and any other activities in casino. The information storage module **41** may further digitally store the cash flow information of the players, such that the players are able to directly bet against the virtual dealer of the networking system **20** and to deduct or add the amount of the cash stored in the information storage module **41** in responsive to the winning or losing of the games.
[0138] Accordingly, the information storage module **41** will store the surrogate character created by each of the players. In addition, the information storage module **41** will also store the tax information of each of the players. When the player plays each game, the gambling tax will be

determined when the player wins the game. In other words, when the player logs out the game, the gambling tax will be determined and recorded in responsive to the gambling winning or losing. The gambling tax will be accumulated for a time period, such as yearly, wherein a gambling tax statement will be printed and sent to each player for tax purpose via mail.

[0139] The communication network **30** of the arrangement is preferably embodied as a private casino communication network **30** provided for the players of the casino customers accessibly link with the communication network **30** in the authorized manner for entertaining the customers thereof. The game consoles **10** are electrically and remotely linking to the casino communication network **30** to form the networking system **20** for remotely playing games through the game consoles **10** or any other individual electronic device like the smart phone inside the electronic devices **10** or outside the electronic device and such as AR/VR devices **9**, in the real time manner.

[0140] The individual electronic devices **10** in the preferred embodiment of the arrangement, such as personal computer, notebook, tablet, or AR/VR device loaded with the sideline program or other computer programs as described below, may be able to activate in the hotel room of the casino wirely or wirelessly as mentioned above, so that the players of the casino customers are able to simply relax in their own rooms without physically coming out to the main gambling area of the casino, so as to further provide another way to enjoy gambling and playing games in the casino.

[0141] According to the preferred embodiment of the present invention, the players are able to remotely link to the individual electronic devices **10** and or the VR/AR device **9** via the casino communication network **30** through the remote connecting module **31** thereof, wherein the casino may provide a membership card or the like to each of individual players of casino customers, wherein the membership card is preferred to include a magnetic strip or smart chip that stores the corresponding personal information of the customer, so that when the membership card is being inserted into the individual electronic devices **10**, the preloaded sideline program in the electronic device is activated and the communication network **30** is linking the individual electronic device **10** and or the VR/AR device **9** to the information storage module **41** of the central control **40** automatically, so that after confirming the players information by matching with the stored information in the information storage module **41** to authorize the activation request from the player, the central control **40** will automatically and remotely activate the computer program and the sideline program in the electronic device **10** and or the VR/AR device **9** to remotely link to the networking system **20**. Preferably, the photo ID is required to sign off to the individual electronic device **10** which can active the VR/AR device **9** with date and time recorded. Therefore, the individual storage module **41** is able to link to the individual electronic devices **10** and or the VR/AR device **9** for posting the record of the competence in the game for each of the players at the respective individual electronic device **10** and or the VR/AR device **9**.

[0142] Alternatively, the individual electronic device (game consoles) **10** and or the VR/AR device **9** may be activated by providing the predetermined account, the user name and the corresponding passwords thereof, so that the players are able to enter the user names and passwords to submit to the central control **40** for being authorized to activate the individual electronic devices **10** and or the VR/AR device **9**.

[0143] Alternatively, the electronic device (game console) **10** can also be activated by inserting a financial card, such as credit card, debit card, or the likes, so that the private casino communication network **30** may direct the players to the central control **40** for accessing the game programs **41** to remotely play the games through the individual electronic devices **10** and or the VR/AR device **9** supported by the sideline program and or any other computer program to automatically deduct all charges from playing the games directly from player's financial card.

[0144] Alternatively, the individual electronic device (game console) **10** is provided with input devices, including but not limited to a front/back camera **145** for image capturing and face recognition or, alternatively, a motion/camera sensor **146** for motion detection, an image (hologram/UV light) projector **143** for non-touch interactive display motion and voice command, a

microphone **142** for voice capturing, voice recognition, voice command, and/or a fingerprint scanner for fingerprint recognition, to function as activation tool of the electronic devices **10** as well as the sideline program loaded in the electronic device **10**, so that the individual electronic devices **10** and the sideline program can be activated by recognizing the player's face, voice and/or fingerprint which is submitted to the central control **40** for being authorized to activate the individual electronic devices **10** for accessing the game programs **41** to remotely play the games through the individual electronic devices **10**, to operate the individual electronic devices **10** and or the VR/AR device **9** with the supporting sideline program and or other computer programs, and to automatically deduct all charges from playing the games directly from the player's financial card.

[0145] It should be noted that the membership card can also integrate with the room card key of the casino hotel, so that the casino can easily charge the fee of the entertainment of playing game through the room payment account of the players. The membership card can have variety of shapes, such as traditional flat rectangular shaped magnetic card or IC card, or chips shaped having magnetic sensor therein for electrically communicating with the individual electronic devices **10** and or the VR/AR device **9**, in such a manner that the players are able to conveniently activate the individual electronic devices **10** and saving or transferring a predetermined amount of cash or credit therein without carrying around actual casino gambling chips or cash. It is worth mentioning that the players can also pay or paid through their smart phone application such as “Wallet”, “ApplePay”, “Alipay”, “Bitcoin”, or the like. The casino is able to securely manage the authorization of the players to enhance the security of casino. The information of the player, including credit card information and personal information, will be encrypted and stored, such tokenization, for enhancing the data security.

[0146] Therefore, the method of operating multi-task interactive electronic devices for playing games may further comprise a step of authorizing the remotely submitted activation requests by the players via each of the individual electronic devices **10**. Accordingly, the players are able to securely activate the individual electronic devices **10** for linking with the communication network **30**, such as the private casino communication network **30** via the remote connecting module **31**, so as to enhance the safety of the players and the casino. The authorizing of the activation requests of the players may be performed via providing the membership cards, or any of the above mention methods to accomplish the authority of the players via the individual electronic devices **10** and or the VR/AR device **9**.

[0147] It is worth mentioning that the electronic device **10** and or the VR/AR device **9**, i.e. the portable game console and the VR/AR device **9**, may be provided in every guest room as standard casino equipment ready to be utilized by the hotel guests of that particular room or requested on demand. For example, the same credit card of the user for the hotel will link to electronic device **10** and the Augmented Reality/Virtual Reality (AR/VR) device for security purpose so as to provide the casino guests the correct financial statement. Criminals will be less likely to stay overnight. It is also important to mention GPS is in every electronic device **10** and or Augmented Reality/Virtual Reality (AR/VR) device. This is why GPS is so important to the collective operation of the present invention. Another safety feature that is link with the GPS is that the electronic device **10** and or the VR/AR device **9** will stop all operations when the electronic device **10** and or the Augmented Reality/Virtual Reality (AR/VR) device is located outside its predetermine intranet working area. It is also worth mentioning when the electronic device **10** and or the VR/AR device **9** is back in its working territory, the electronic device **10** and or the VR/AR device **9** will not return to operational capacity. The electronic device **10** and or Augmented Reality/Virtual Reality (AR/VR) device must be return to the casino for evaluation and maintenance for a complete total restart-up.

[0148] Accordingly, the arrangement of playing game preferably further comprises a private casino communication networking platform for remotely linking with the individual electronic devices **10** and or the VR/AR device **9** in the authorized manner and for providing an interface for the player managing their private account information and selectively controlling and monitoring the games

through the individual electronic devices **10** and or the Augmented Reality/Virtual Reality (AR/VR) device.

[0149] Accordingly, the step (b) of the method of playing games may further comprises a step of providing the private casino communication networking platform for remotely linking the communication network **30** with the individual electronic devices **10** and or the VR/AR device **9** and providing a game interface for the players to interact with games and other registered players of the networking system **20**. It is worth to mention that the central control **40** may further electrically link to any other facilities or service system attached to the casino, so that the players of the casino customers are able to link to the interface of the casino communication networking platform for selectively and remotely placing an order, such as ordering room services, or reserve the restaurant reservation.

[0150] Accordingly, each of the individual electronic devices **10** further comprises a communication key to instantly communicate to the networking system **20**. For example, the communication key can be a service request button arranged in such a manner that when the service request button is pressed, the operator of the central control **40** will be notified to provide high quality service to the player. Therefore, even the player stays at the hotel room or sits in front of the individual electronic device **10** and or on Augmented Reality/Virtual Reality (AR/VR) device in the casino, the player will get the service immediately. The communication key can also be a panic button arranged in such a manner that the operator of the central control **40** will be notified in case of emergency. For example, when other players are cheating during the game, the player is able to notify the operator immediately. Or when the players are in dangerous, such as someone breaking into his hotel room, the operator of the central control **40** will be notified immediately.

[0151] Accordingly, the step (a) of the method may further comprise a step of providing the plurality of game console in the casino as the individual electronic devices **10** and or the VR/AR device **9**, so that the casino is able to provide the players of their customers another way to enjoy playing games or gambling as mentioned above.

[0152] According to the preferred embodiment, the method of the present invention further comprises a step of providing information of the casino including the services and upcoming events such as game competition, room and restaurant reservation, casino schedule, promotions, etc.

[0153] The present invention enables multiple ways of communication in the arrangement, which includes texting, chatting, audio, video, photos, and the like in combination or selective modes without interfering in the flow of the game, among all guests and service personnel of the facility, such as the casino and the hotel or those who mutual accepted to form a communication group. There is an external component for surrounding people not playing with the users and there is an internal component for players playing with the users in the device.

[0154] In the external component, there are 1) general and surrounding personal surrogate greeting, 2) personal profile, 3) filter profile system, 4) save match, 5) line of sight, 6) save profile **7**) on and off system of communication for any or all external components. It is important to note that, in the external component, you can only save match and save profile information of other surrounding players, and only in the internal component, the user can communicate live. In save match mode, the computer will tell you when that particular person is able to play with you and in save match mode the user can put a numerical priority pending the other player availability. It is important to note the general personal profile can be of the same nature with the personal profile or they can be totally different. In the save profile, the line of sight and general profiles will be save. To be review now or later with the save profile, one must ask permission to the general profile or the line of sight profile to play together (which is different from save match). And the pictures/photos can be real or of a fantasy in nature.

[0155] In the internal components, user will select from novice mode, knowledgeable mode, skillful mode, and expert mode. These modes select the time function for all texting, chatting,

pictures, videos, and audio during game time. It is important to note the user can have his or her picture displayed or the surrogate picture in the game to represent his or he physical table location in the game. It is important to note during the game only the players will see each other's selection of communication and all the pictures of the other players in the table. Some may want only using audio while other may only want pictures and text to communicate. And, it is in this window where each other past statistical are analysis because this game will be recorded and updated no matter what mode the user in, for future reference.

[0156] It is important to note when playing in the skillful mode or expert mode, players can designate the table limits over, for example, 100 dollars and when two or more players want to share each other's general profile or personal profile and still play, they must request each other's approval to change game to novice mode or knowledgeable mode this will aloud for better flow of the game.

[0157] The electronic device **10** and or the VR/AR device **9** of the present invention will only save players that have both accepted to be saved and, in the future, if any of those players is in the same casino, it will automatically inform the user and the save match will let the user prioritize any preference of payers.

[0158] According to the preferred embodiment, the arrangement of the present invention can be set or modified to be used and customized for a facility or establishment, such as casino, resort, hotel, business entity, amusement park, university, resort, convention center, cruise, and the like. To a casino, the game will be the gambling game, such as card game. To a business entity, the method and arrangement of the present invention can be used for playing training games or processing softwares or applications for works related projects. To an education establishment such as university, the method and arrangement of the present invention can be used for playing educational games or processing softwares or applications for homeworks, teaching projects, league projects, etc. To an amusement park, the method and arrangement of the present invention can be used for playing introduction games or processing softwares or applications for tourist guide or conducting sightseeing tour. Person skilled in the art will find easily applying the method and arrangement with the electronic devices disclosed in the present invention to play games or process softwares and applications within a facility or establishment for specific purpose.

[0159] Furthermore, the same computer system as describe for social distancing in the casino and academic environment can be apply to the colosseum environment. Where the individuals electronic devise will not work if the users are siting to close together. Where the ultraviolet light will be functioning to disinfect frequent touch surface areas and where the program along with the ultraviolet light will minimize user from excessive ultraviolet light exposure.

[0160] The electronic devices along with the Virtual Reality/Augmented Reality (VR/AR) device are the complete entertainment system for the NFL, NBA, and the MBL etc. Sports betting presently is limited to kiosk, and in some counties via smart phone in the stadiums. Either way both are limited to screen size, convenience and live bets. The electronic devices in this invention provide the user multiple options of entertainment and immediate control unlike a kiosk where you need to waiting in line to place a bet or like receiving a personal undesired call on your personal smart phone that interrupts the moment and the betting process for the live bet.

[0161] The electronic device **10** is preferred to be a portable electronic device, such as notebook, tablet, display touch screen control device, console, smart phone, PDA, AR/VR device, and the like, provided by the facility or establishment for the users to individually access respectively, wherein each of the electronic devices **10** comprises a plurality of different applications preloaded therein, a positioning unit such as a GPS unit and a phone connection station **11** for connecting with an identification means. According to the preferred embodiment of the present invention, the identification means is embodied as a user smart phone of the user. It is appreciated that the identification means can be any other means as described above, including but not limited to ID card, smart chip, memory card, flash drive memory, face recognition means, voice recognition

means, fingerprint recognition means, etc.
[0162] The present invention further provides a method of communicatively linking the electronic devices **10**, which is executed by a computing system, such as electronic computer, quantum computer, liquid computer, server, IoT (internet of things), blockchains, and etc.
[0163] It is worth mentioning that blockchains are secure by design and are an example of a distributed computing system with high Byzantine fault tolerance, wherein decentralized consensus has therefore been achieved with a blockchain. This makes blockchains potentially suitable for the recording of events, medical records, video and/or casino games, and other records management activities, such as identity management, documenting provenance, food traceability or voting. In other words, a blockchain is a continuously growing list of records, called blocks, which are linked and secured using cryptography, wherein each block typically contains a cryptographic hash of the previous block, a timestamp and transaction data.
[0164] The method of communicatively linking the electronic devices **10** comprises the following steps:
[0165] (1) Remotely link the electronic devices **10** and or the VR/AR device **9** in a closed communication network **30**, wherein the electronic devices **10** and the closed communication network **30** are provided by the facility.
[0166] (2) Verify each user for the respective electronic device **10** and or the VR/AR device **9** in an authorized manner in order to activate the electronic device **10** and or the VR/AR device **9** by connecting a user smart phone of the user to the electronic device **10** and or the VR/AR device **9**.
[0167] (3) Restrict each user to remotely access the electronic device **10** and or the VR/AR device **9** in limited locations within an area of the facility via the GPS unit, the cell tower and/or the internet of things (IoT) technology built-in with the electronic device **10** and the VR/AR device **9** and within a range of the closed communication network **30**.
[0168] (4) Connect the electronic devices **10** with other electronic device **10** through the closed networking system **20** that allows the user to selectively communicate with each other and to selectively execute different applications preloaded in the electronic device **10** through the closed networking system **20** in a real time manner.
[0169] (5) Connect the VR/AR device **9** with other VR/AR device **9** through the closed networking system **20** that allows the user to selectively communicate with each other and to selectively execute different applications preloaded in the VR/AR device **9** through the closed networking system **20** in a real time manner.
[0170] (6) Connect the electronic device **10** and the VR/AR device **9** with other electronic device **10** and the VR/AR device **9** through the private, public and or closed networking system **20** that allows the user to selectively communicate with each other and to selectively execute different applications preloaded in the electronic device **10** and in the VR/AR device **9** through the private, public and or closed networking system **20** in a real time manner together or independent in any combination.
[0171] According to the preferred embodiment, the electronic device **10** and or the VR/AR device **9** is arranged for connecting to the user smart phone. The electronic device **10** can be connected to the user smart phone wirelessly or by wire. Accordingly, through the connection between the electronic device **10** and or the VR/AR device **9** and the user smart phone, the record of the competence is sent to the user smart phone when it is authorized by the user. According to the preferred embodiment of the present invention, the electronic device **10** and or the VR/AR device **9** is wirelessly connected to the user smart phone by means of “Bluetooth”, “NFC”, “WiFi”, LTE, 4G, 5G, etc., or the closed communication network. It is worth mentioning that when the electronic device **10** is connected to the user smart phone by wire, the user smart phone is also charged by the electronic device **10**, so as to prevent the user smart phone out of battery. Alternatively, the electronic device **10** may also provide with a charging pad for electrical charging the user smart phone. For wireless connection, the phone connection station **11** can be a wireless connection

module having a predetermined connection range, such as 10 feet, of the electronic device **10**, wherein the user smart phone should be located within the connection range of the electronic device **10**. When the user smart phone is out of the connection range, the electronic device **10** will disconnect with the user smart phone.

[0172] As shown in FIG. **3**, the phone connection station **11** is arranged for holding the user smart phone in position. The phone connection station **11** can be a storage cavity **111** that the user smart phone can be received therein. Once the user smart phone is stored in the storage cavity **111**, the electronic device **10** can be connected to the user smart phone wirelessly or by wire. In one embodiment, the user smart phone is received in the storage cavity **111** of the phone connection station **11** and is connected to the electronic device **10** via a connection cable **114** extended from the storage cavity **111**. Therefore, the user smart phone is charged by the electronic device **10**. In other words, the connection cable **114** is connected directly to the user smart phone or a charging pad for electrical charging the user smart phone and for activating the electronic device **10** and or the as well as its supporting sideline program. The electronic device **10** may or may not disconnected and deactivated when the connection cable **114** is disconnected to the user smart phone. In the secure holding, the electronic device **10** will activate an alarm system that will not release the storage cavity lock to the smart phone without a correct password. In other words, the user must enter a correct password, such as preset by the user, in order to release the storage cavity smart phone from the electronic device **10** once the user smart phone is inserted at the storage cavity **111**. It is also important as part of the security system if any of the electric devices **10** is moved out of the facility, the electronic device **10** will also not release the smart phone in the storage cavity **111** even though the correct password is entered, and furthermore the dormant security system will be activated.

[0173] Accordingly, each of the electronic device **10** further comprises a phone interfacing module for screen-imaging the user smart phone on the electronic device **10**. When the electronic device **10** can be connected to the user smart phone, the display screen of the electronic device **10** will interface with the user smart phone. For example, the display screen **12** of the electronic device **10** will be synchronized to image the screen of the user smart phone, such that the information displayed on the screen of the user smart phone will be displayed on the display screen **12** of the electronic device **10**. Even though the user smart phone is received in the storage cavity **111** of the phone connection station **11**, the user is able to view the information to be displayed on the user smart phone through the display screen **12** of the electronic device **10** or by opening a new window on the display screen **12** of the electronic device **10** to display the synchronized image of the screen of the user smart phone without removing the user smart phone from the electronic device **10**. It is worth mentioning that the electronic device **10** cannot obtain or share any personal data from the user smart phone, such that no phone data will be transferred or stored in the electronic device **10** when it is connected to the electronic device.

[0174] It is worth mentioning that the phone connection station **113** is for the user smart phone and is held at the docking station **112**, wherein a terminal plug **113** is provided at the docking station **112**, such that when the user smart phone is docked at the docking station **112**, the terminal plug **113** is inserted into a terminal slot of the user smart phone to connect to the user smart phone to connect with the electronic device **10** for data transmission. Therefore, the user smart phone can be charged by the electronic device **10**. In other words, the terminal plug **113** is connected to the user smart phone for charging the user smart phone and can be used for activation of the sideline program. The electronic device **10** is disconnected and deactivated when the terminal **113** is disconnected to the user smart phone. According to the preferred embodiment of the present invention, the electronic device is embodied to be activated and to activate the sideline program by an identification card, such as a membership card, issued by the facility by inserting the identification card into a card reader slot **102** of the electronic device **10**.

[0175] It is important to mention that all physical activities on the electronic device **10** are share

wirelessly in relation to the VR/AR device **9**. Where the VR/AR device **9** benefits from the physical card verification, smart phone interface etc. The VR/AR device **9** weight capacity is maintained low to the least weight capacity posable for the benefit of the user comfort. Where the VR/AR device **9** will benefit synergistic programs and functions between the electronic device **10** and have the same arrangements as the electronic device **10** has with the smart phone, credit card, biometrics, etc. For example, in the electronic device **10**, when disconnecting a wire connection between the smart phone, that may or may result in a disconnection with the VR/AR device **9** and the networking system **20**.

[0176] In one embodiment, the closed communication network **30** is a private casino communication network provided by the casino, such that the electronic devices **10** are connected with each other through the private casino communication network **30**. The identification card can also can be the casino room card, such that the electronic device **10** and the sideline program in the electronic device **10** are activated by the casino room card. In addition, the electronic device **10** and or the VR/AR device **9**, and its sideline program can also be activated by the user smart phone. The verification module **44** further comprises a verification application arranged for being downloaded to the user smart phone, such that when the verification application is executed by the user smart phone, the electronic device **10** and or the VR/AR device **9**, and its sideline program are automatically activated. The user is able to input the user' name and hotel room number, as an example, after the verification application is executed by the user smart phone. Then, the verification module **44** will verify the user when the user smart phone is linked to the networking system **20** through the mobile communication network or private casino network. For example, the verification application will generate a verification code at the user smart phone, such that when the verification code is sent to the verification module **44** by the electronic device **10** and or by the VR/AR device **9** through the private casino communication network for verification, the electronic device **10** will be automatically activated. Likewise, the user is able to input the verification code in the electronic device **10** for activation. It is worth mentioning that since the electronic device **10** and or the VR/AR device **9** are connected wireless to the user smart phone, the verification code can be directly sent by the electronic device **10** and or the VR/AR device **9** to the verification module **44** through the private casino communication network for activation. Once the user smart phone is disconnected from the electronic device **10**, the electronic device **10** will be automatically deactivated and locked. Therefore, the player requires re-activation of the electronic device **10** by the room card, player card and/or the user smart phone, wherein it is worth mentioning that the smart phone application can have all the biometric security features like iris, facial geometry, hand-voice recognition, facial pictures, finger print, and etc.

[0177] The electronic device **10** further comprises a connection indicator **13** generating a connection signal for indicating a connection between the electronic device **10** and the user smart phone. In one embodiment, the connection indicator **13** comprises a light indicator **103**, which comprises at least a LED light, and/or an audio indicator **104**, which comprises at least a speaker **144**, provided on the electronic device **10**, wherein the light indicator **103** is on for generating a light signal, such as a green light, and/or the audio indicator generates an “On” sound signal, such as a beep sound through the audio indicator **104**, when there is the connection between the electronic device **10** and the user smart phone. Therefore, the player is notified that the user smart phone is received in the storage cavity **111** of the phone connection station **11**. In other words, the connection indicator **13** will generate the notifying signal that also indicates the presence of the user smart phone in the phone connection station **11**.

[0178] It is worth mentioning that the audio indicator **104** of the electronic device **10** can be activated for additional notification and voice command from the facility, playing music, voice communication with the employees of the facility, other users, or sound information during the playing of the games or processing of the softwares or applications.

[0179] When the electronic device **10** is disconnected from the user smart phone, the light indicator

will be off and the audio indicator will generate an “Off” sound signal, such as two beep sounds. In other words, once the user smart phone is removed in the storage cavity **111** of the phone connection station **11** by unplugging the connection cable, the light indicator will be off and the audio indicator will generate the “Off” sound signal.

[0180] Softwares and/or applications of games, functions and different amenities are preloaded in the electronic device **10** and or VR/AR device **9**, wherein the users are able to acquire different games, functions and services provided by the facility via the applications of amenities. In one example, the amusement park will provide the electronic device **10** and or the VR/AR device **9** with different applications of amenities for different entertainment attractions, rides, and other events. The user is able to selectively execute the designated application of amenities to reserve a timed ticket for the rides, such that the user is able to spend time elsewhere instead of waiting in line for the rides and events. The user is able to selectively execute the designated application of amenities to make a table reservation of a restaurant in the amusement park and even able to view the menu and to pre-order food from the restaurant in advance. Through the GPS unit, the user is able to view the map in the amusement park and the user location there within to guide the user to go from place to place. The parent user is able to track the location of child in the facility via the GPS unit. In addition, different game applications preloaded in the electronic device **10** and or the VR/AR device **9** enable the user to play the games with the electronic device **10**, especially during the waiting time or spare time. Parental controls can be set in the electronic device **10** and or on the VR/AR device **9** and or on the Augmented Reality/Virtual Reality (AR/VR) device **9** by the parent users that sets controls for the use of the electronic device **10** and or the VR/AR device **9** for their children.

[0181] When equipment, furniture, instruments, or other things provided in the facility are functioned with the technology of IoT (Internet-Of-Things), the electronic devices **10** and or Augmented Reality/Virtual Reality (AR/VR) device can be preloaded with applications for interacting with and/or controlling such things.

[0182] In one embodiment, the casino provides the electronic devices **10** and or for the players or users, wherein the applications are different game applications and different applications of amenities preloaded in the electronic devices **10**. Each of the game applications is executed in the electronic devices **10** for the users playing casino games with each other or against a virtual dealer through the private casino communication network in a real time manner. Each of the applications of amenities is executed in the electronic device **10** for the users acquiring different services provided by the casino. For example, the user is able to selectively execute the applications of amenities to make a table reservation of a restaurant in the casino. The user is able to set the room configuration in advance, such as switching on the air conditioning system or selectively adjusting the light intensity of the room light before the user enters into the hotel room. It is worth mentioning that since the applications are preloaded in the electronic device **10** and cannot be deleted in the electronic device **10** by the user, the user cannot download these applications into the user smart phone. When the user checks out the hotel casino, the corresponding electronic device **10** will be returned back to the hotel casino. The user verification information will be erased in the electronic device **10**, such as deactivated by the user smart phone and/or factory reset by the casino, the user will no longer able to control the room configuration or play the casino game by the user smart phone.

[0183] The software operation system and firmware of the electronic device **10** automatically updated by the facility. In one embodiment, the casino will update the hardware and software of the electronic devices **10**. For example, the casino will update the game applications and the applications of amenities in the electronic devices **10**, such that any new game or new amenities will be updated for the users.

[0184] The game application can be configured by the user to set the game expense through an option setting of “playing budget”. For example, the user is able set $1000 as the limitation option

for playing the casino games through the electronic device **10**. When the user loses close the limitation, the electronic device **10** will notify the user, such as through the light indicator and/or audio indicator. It is an option for the user to stop playing the game when exceeding the limitation unless the limitation option is disabled by the user.

[0185] It is worth mentioning that the user may charge a predetermined amount of money to the electronic device **10** logged in by the user to pay the accommodation expense, game expense and other service expenses through the user smart phone, Bitcoin application, or other payment applications in the user smart phone.

[0186] As shown in FIG. **3**, the electronic device **10** further comprises a graphical display **14** for the user to play games. The graphical display **14** comprises a LED or LCD display panel **141** foldable coupled on the electronic device **10** and the hologram/UV light/light projector **143** provided on the electronic device **10** for a hologram or a UV/light projection. Alternatively, the display panel **141** can also be embodied as a projector screen and the graphical display **14** further comprises an image projector **143** for projecting an image on the display panel **141**. Preferably, the image projector **143** is a 3D hologram/UV light/light projector for hologram generation on the display panel **141**.

[0187] It is worth mentioning that the display screen **12** of the electronic device **10** is a touch screen that the user is able to play any game on the display screen **12**. Therefore, the electronic device **10** will provide a holographic display when the user plays the game and/or chat with other users through the electronic device **10**. It is an option that the game would be projected on the display panel **141** in a 3D holographic manner so as to enhance the excitement of the game. For example, when playing a card game, the cards can be digitally displayed on both of the display screen **12** and the display panel **141**. For privacy purpose, the user is able to select the cards to be displayed on the display screen **12** only. Other displays, such as text messages, game result, and/or other users' surrogate characters, can be displayed on the display panel **141**. For example, when the user wins the card game, a message of “win” will be displayed on the display panel **141**. It is worth mentioning that the message displayed on the display panel **141** is the holography.

[0188] It is worth mentioning that the graphical display **14** of the electronic device **10** can also use another tough screen type display screen to substitute and provide images of the games or applications or function as control console of the electronic device **10**. In addition, hologram can be displayed by the image projector (hologram/light) projector **143** on its own without the user of a back surface, wherein the light projection style depends on the display panel **141**. Both types can be set to interact with the user for the control of the game, program or device through voice command or motion detection through the microphone **142** or the motion sensor **146** respectively and vice versa. The hologram or light projection by the image (hologram/light) projector **143** can be used for alerts and interacting too. For example, the incoming caller can be displayed on the display screen **141** and the callers callsign can be a picture, surrogate, avatar, and/or emoji that can be a light projection or a hologram projection and vice versa.

[0189] It is important to mention the hologram/light projector **143** along with the motion sensors cameras can be a codependent control modules linked to a processor in the electronic device **10** and in the (AR/VR) device **9** where both devices can be control and operated by a touchless hologram/sensor camera control module interface. Providing, the user a touchless control module to enhance the ability to maintain their hand from being contaminated or from developing user to user cross contamination. Where the motion sensors and the hologram display programs are interface with the artificial intelligence to operated the sideline program in both the electronic device **10** an in the (AR/VR) device **9**.

[0190] In one embodiment, referring to FIG. **3**A, an augmented reality and virtual reality (AR/VR) device **9** is used as the electronic device **10** of the present invention, wherein the electronic device **10**, including both display screen **12** and the control panel **141** as shown in FIG. **3**, is a simulated image projected from the AR/VR device **9**. The AR/VR device **9** comprises at least a headset **911**

for wearing on the head of the user with speakers **912** for the user's surround sound hearing, at least a microphone **913** for receiving voice command, audio reception, voice recognition, and etc. of the user, an augmented reality device **914** for augmenting image projection, a removal virtual reality device **915** for providing virtual reality image projection, and a motion sensing device or camera **916** for detecting motions of the users so that the user may simply operate the display screen **12** as control panel and the user's motions are detected by the motion sensing device or camera **916**.

[0191] In one embodiment, referring to FIG. **3**B, the AR/VR device **9** is interacting with a gaming electronic device **10** and the player or user. The player can operate the display screen **12** and the display panel **141** of the gaming electronic device **10** while interacting with the sideline program to control the game in the AR/VR device **9**. The AR/VR device **9** provides augmented reality and virtual reality supporting the game electronic device **10** and motion detection and reception of voice command for operation of the game electronic device **10**. The AR/VR device **9** supported with the sideline program also projects sidelines on the display screen **12** and/or the display panel **141** the same as in the physical gaming electronic device **10**, wherein the user is able to command through the use of hands, fingers, pupils, head motion, voice command, and etc. The gaming electronic device, the AR/VR device **9** supported with the sideline program, and the smart device such as cellular phone are interacting with each other according to the method and arrangement of operating multi-task interactive electronic devices of the present invention.

[0192] In one embodiment, the AR/VR device **9** is activated with the same security requirements for the sideline program by the combination of the smart phone and the security system that maintains the same disable function for the security tampering system as mentioned above in accordance with the invention.

[0193] In one embodiment, the game program can be seen in the AR/RV eye/head set of the AR/VR device **9** and the functions of the game are controlled in the gaming electronic device by the sideline program or vice versa. The player can have multiple sidelines operating in the gaming electronic device **10** as well as in the AR/VR device **9** and vice versa. The sideline program for the gaming electronic device **10** and the AV/VR device **9** can both be controlled by voice command. In addition, the motion sensing camera **145** can be used for deep perception as the means to directed the ultraviolet light program provided on the front/back side of the display panel **141** and/or the AR/VR occipital sensor motion camera **916** and the front camera **915** can provide the user a 360 degree surrounding motion view of his/her location in the augmented reality and/or virtual reality while the devices **9**, **10** are in used for the ultraviolet light source program.

[0194] Also, the gaming electronic device **10** can provide the users of the AV/VR devices **9** a surround sound and the ability for the touch screen display to be an additional interactive tool. The user is able to select what he or she wants on the display screen **12** and what he or she wants on the augmented reality and/or virtual reality to include alert, message, game, confreres, amenities, and etc.

[0195] In addition, the AR/VR device can further provide a panic button **901** just like the gaming electronic device **10**. In one embodiment, the AV/RV device **9** can be activated by the smart phone and/or the gaming electronic device **10** and vice versa.

[0196] In one embodiment, once after the AV/RV device **9** is activated, the AR/VR device **9** can active all other sideline programs in all other gaming electronic devices **10** without additional step in the sideline program security or may only operate in a one AR/VR device **9** to one gaming electronic device **10**. The AR/VR device **9** may or may not continue to need the smart phone application authorization. The AR/VR device **9** interacting with the hologram and UV/light projection motion controls can provide the user the best entertainment of his/her life while disinfecting. For example, in the AR/VR device **9**, the user can have the hologram/UV/light projection in the gaming electronic device **10** that provides an additional magical ambience as the user is playing on the gaming electronic device **10** in the support of the augmented reality and with the portable gaming electronic device **10** or vice versa.

[0197] In another embodiment, as the panic button **901** is armed on the AR/VR device **9**, the hologram and/or the light projection and the gaming electronic device **9** are activated to better assist and to identify the location of the user to first responders. It is important to mention that the AR/VR device **9** is one set with multiple functions that the user can detach the virtual reality monitor from the head set allowing the augmented reality controls to activate in addition. The augmented reality visual functions can be turn off allowing the voice command microphone, panic button and the hearing speaker to continue interacting with the electronic device programs.
[0198] It is worth mentioning that, through the chatting module **43**, the users are able to chat with each other as a group or individually via the electronic devices **10** and/or the AR/VR device **9** through the closed communication network **30**. Also, the user may select his or her status as available or not, such that the user is able accept or reject any chatting request from other users.
[0199] As it is mentioned above, the information storage module **41**, which is executed by the computer of the facility, embodied as casino, linked to the electronic devices **10** for posting a record of competence in the game for each of the users at the respective electronic device **10** and/or the AR/VR device **9** and for transferring the record of competence to the user smart phone. For example, the record contains winning/losing records and tax information of each of the users in response to the winning/losing records.
[0200] Each of the electronic devices **10** is preferred to have the panic button **101** for being activated by the user to notify the facility in case of emergency. It is worth mentioning that the facility can have authorization to open the closed communication network to release the restriction of the access of the electronic devices **10**, such that the users are able to access the electronic devices **10** through any public communication network. In one embodiment, for example, when the facility is the university, it will allow the students to access the electronic devices **10** through the public communication to access the library, bookstore, and/or classroom information in the university. In addition, the electronic devices **10** can be sold or rent by the facility to the users.
[0201] It is worth mentioning that the electronic device **10** of the present invention not only serves as a portable game console or processor for the user to play game or to process software or application but also serves as a conference tablet for conference meeting in the facility. Accordingly, the information and/or keynote of the conference meeting will be automatically saved in the electronic device **10**. For example, the conference note will be downloaded in the electronic device **10**. The recorded sound and video will be downloaded in the electronic device **10**. The text messages, voice messages, video messages, and/or other interacting messages for people will be saved in the electronic device **10**. It is worth mentioning that the above information of the conference meeting can also be stored in the “Cloud” storage, such that after the electronic device **10** is returned back to the facility, the user is able to recall all the information by login in the “Cloud” storage.
[0202] FIG. **4**A illustrates a modification of the electronic device **10** according to the preferred embodiment of the present invention, which is a device for a single touch screen or for multiple touch screen apparatus that is interactive and artificial intelligent that communicates with the operator simultaneously or independent of the games or events being run and without interfering in whatever games or events the operator selects. The electronic device further comprises one or more processors **21**, one or more screen modules operatively linked to the processors **21**, and two or more input modules **22**, **23** operatively linked to the processors **21**. Accordingly, the one or more processors **21** are configured to execute two or more applications at the same time.
[0203] Before further disclosure of the modifications of the electronic device **10** as shown in FIG. **4**A to FIG. **10**, it is appreciated that the electronic device **10** as illustrated in FIGS. **4**A to **10** can substitute the gaming electronic device **10** as shown in FIGS. **3**A to **3**C to equip and interact with the AR/VR device **9**. In addition, the controlling and operating of the sidelines **25** of the sideline program as described below can also be applied and operated in the electronic device **10** as illustrated in FIGS. **1** to **3**C according to the preferred embodiment of the present invention. It is

worth mentioning that the sideline(s) **25** as a tool for the process of this invention in the electronic device **10** in regard to the sideline program embodied in the AR/VR device **9**. In other words, what the user will observe in the AR/VR device **9** in accordance with the invention of the sidelines **25** of the sideline program, with the electronic device **10** or without the electronic device **10**. In addition, the sidelines **25** supported by the sideline program will have the same functions as in the electronic device **10**, in the smart phone application and in the AR/VR device **9**.

[0204] Referring to FIGS. **4**A to **6**C, each of the one or more screen modules has two or more display areas **121**, **122**, dividing by one or more sidelines **25**, for displaying two or more of the applications thereon respectively. Accordingly, the electronic device **10** comprises one or more display screens **12**. When two or more display screens **12** are used, two or more of the display areas **121**, **122** are formed at each of the display screens **12**. When only one display screen **12** is used, at least two of the display areas **121**, **122**, dividing by one or more sidelines **25**, are shared and formed at the single display screen **12**. The applications are simultaneously controlled by the input modules **22**, **23** respectively, such that the applications are executed to be displayed on the display areas **121**, **122** respectively and are independently controlled by the input modules **22**, **23** at the same time. It is appreciated that the applications are interactively correlated with each other and are configured in one program, such that when the program is run by one of the processors **21**, the applications are simultaneously executed to be displayed on the display areas **121**, **121** in one of the display screens **12** respectively. In other words, when the user opens the program, the applications are simultaneously displayed on the display areas **121**, **122** of the display screen **12** of the screen module. Accordingly, the input modules **22**, **23** can be a keyboard, a touch pad, a set of buttons, a voice control input, a joy stick, a control console, a 3D camera module, a motion detecting input device, where the electronic devices have wire interface and or wireless interface connection with additional touch control devices etc.

[0205] According to the preferred embodiment of the present invention, the electronic device **10** of the present invention further comprises a control module **24** supported by the sideline program that generates at least one sideline **25** to be displayed on the display screen **12** to split or divide the display screen into two of the display areas **121**, **122** on each sides of the sideline **25**. It is appreciated that the sideline **25** is a tool that the user can operate to interact and command the functions of the electronic device **10** (and/or the AR/VR device **9**). In other words, the sideline program with the sideline(s) **25** generated is the control system to the programs operating in the electronic device **10** (and/or the AR/VR device **9**)

[0206] Referring to FIG. **5** of the drawings, a single quadrilateral display screen **12** is embodied that, the sideline **25** is a visual line displayed on the display screen **12** to split the display screen **12** into two different display areas **121**, **122**. The sideline **25** can be, generally, a horizontal sideline or a vertical sideline to split the display screen into side-by-side display areas **121**, **122** or upper-and-lower display areas **121**, **122**. In particular, the sideline **25** is configured to be movable on the display screen **12** to adjust a size of each of the display areas **121**, **122** correspondingly.

[0207] It is worth mentioning that when two or more display screens **12** are used, each of the display screens **12** is provided with the one or more sideline **25**. In this example one to split that display screen **12** into two display areas **121**, **122**, such that totally four display areas **121**, **122** are provided at two display screens **12**. Or, alternatively, if only one of the two display screens is provided with the sideline **25** to split that display screen **12** into two display area **121**, **122** while the other display screen **12** remains to have one whole display area thereon, so that a total of three display areas will be provided at two display screens **12**, as shown in FIG. **6**C.

[0208] In addition, two or more sidelines **25** can also be formed on one display screen **12** to split the display screen **12** into three or more display areas **121**, **122**. In other words, two or more margins can be formed on the single display screen **12** to split the display screen **12** into three or more display areas **121** in side by side and/or upper and lower manner. It is important to note that, as shown in FIGS. **5** and **6**A-**6**D, the two display areas **121**, **122** separated by the sideline **25** on one

display screen **12** are configured to display the games on one of the display areas **121**, **122**, such as the display area **121**, and the programs on the other display area **122** correspondingly. The sideline **25** separates the game programs from other non-game programs.

[0209] According to the preferred embodiment of the present invention, as shown in FIGS. **4**A and **4**B, the control module **24** further comprises a color code generator **28** that generates different color codes for the sideline **25** on the display screen **12** to indicate different program or game selections, i.e. different interactive programs, of the application. For example, the first color code generator **28** will generate the sideline in red color for the first interactive program and in blue for the second interactive program. Therefore, the user can notify which interactive program he or she has been selected via the color code of the sideline **25**. It is worth mentioning that the color codes can be set by the user via a setting configuration of the control module **24**.

[0210] In one embodiment, the electronic device **10** of the present invention is configured as a tablet computerized device to have a single display screen **12**, such as a touch screen, as shown in FIG. **5**. Accordingly, the sideline **25** is a vertical sideline displayed on the touch screen **12** to split the touch screen **12** into two display areas **121**, **122**. Two different applications are executed and displayed on the display areas **121**, **122**. At the same time, two input modules **22**, **23** are displayed and integrally formed with the touch screen at the display areas **121**, **122**. The two input modules **22**, **23** can be the same or different depending the control of the application. For example, when the application is a game application, the input module **22** can be configured as a touch pad displayed and formed on the display area **121** of the touch screen. When the application is a chatting application, the input module **23** can be a keyboard displayed and formed on another display area **122** of the touch screen. The user can simply maintain a finger touching on the sideline **25** and move leftwards or rightwards, the sideline **25** is able to be moved to the right or left on the touch screen **12** to adjust the sizes of the display areas **121**, **122** correspondingly in respective to the movement of the finger simultaneously. For example, when the sideline **25** is moved to the left, the left side display area **121** becomes smaller while the right side display area **122** becomes larger, vice versa.

[0211] According to the preferred embodiment of the present invention, the applications running on the display areas **121**, **122** respectively are configured to be operated via the input modules **22**, **23** at the same time. For example, the user is able to play the game via the game application via the touch pad of the input module **22** by one hand and to chat with other user via the keyboard of the input module **23** by the other hand, such that the user does not have to switch between the applications to display on the display screen **12** or between windows opened on the display screen **12** to show on top of the other windows for operation.

[0212] Person skilled in the art would appreciate that tablet type electronic device **10** as shown in FIG. **5** would be a simulated electronic device projected from an AR/VR device **9** as shown in FIG. **3**A. Or, alternatively, the tablet type electronic device **10** as shown in FIG. **5** would be interacted with an AR/VR device **9** as described above.

[0213] It is worth mentioning that, to the conventional computer, the user may merely operate one application at a time. For example, the user has to click on the icon shown on the control bar to open that window and then click on that window to activate that window so as to operate the application in that window. Or, the user may open two or more windows to show on the screen with different size at the same time, but the user must first click on the window selected in order to put that window on top of other windows and then click on that front window again to activate that front window so as to operate that activated window. However, according to the preferred embodiment of the present invention, as shown in FIGS. **5** and **6**A-**6**D, the user may use both hands to operate the two or more applications on the two or more display areas **121**, **122** independently and simultaneously at the same time. When more than one input devices are provided with the electronic device **10**, such as keyboard, touch pad, voice input device such as microphone **142**, and the like, each of the display areas **121**, **122** will provide an input device selection bar thereon with

icons of different input devices, so that the user may simply select the desired input device for operating the application running in that display area **121**, **122** and make changes of the desired input device anytime. Accordingly, for example, the user may use the touch pad to operate the game running on one of the display area **121**, and use the microphone **142** and speaker **144** to operate the chatting application running on the other display area **122**.

[0214] In one embodiment, referring to FIG. **4**B, the electronic device **10** further comprises a control panel **26** foldable coupled at the display screen **12** to form a laptop-like or notebook type computerized electronic device as shown in FIGS. **6**A to **6**C, wherein the electronic device illustrated by schematic drawings that merely shows the overall shape of the display the screen **12** and control panel **26** without illustrating the detail equipped elements such as storage cavity **111**, microphone **142**, speaker **144** and so on as shown in FIG. **3**.

[0215] Referring to FIGS. **6**A to **6**C, the input modules **22**, **23** are provided at the control panel **26** to independently control the applications displayed on the display areas **121**, **122** of the display screen **12**. Accordingly, the display screen **12** can be a touch display screen or a non-touch display screen. There are two or more sidelines **25** generated on the display screen **12** and the control panel **26** respectively. The sideline **25** formed at the display screen **12** is a visual sideline to separate the applications displayed on the display areas **121**, **122** respectively while the sideline **25** formed at the control panel **26** is a control sideline to separate the input modules **22**, **23** thereon.

[0216] It is noted that the control panel **26** can also be a touch screen and the two input modules **22**, **23** are two display areas shown on the touch screen separated by the control sideline **25** on the control panel **26** too. Accordingly, the input devices such as keyboard and touch pad virtual images shown on the touch screen type control panel **26** as the input modules **22**, **23**.

[0217] Preferably, one of the input modules **22** is automatically or manually selected to match with one of the applications correspondingly, such as game application, and one of the input modules **23** is manually selected by the user to match with other applications.

[0218] In one example, the notebook type, tablet type or AR/VR type electronic device **10** is embodied as a portable game device for the user (player) to play games. The portable game device **10** for the entertainment industry can provide program functions through the sidelines **25**, wherein the sidelines **25** do in conjunction and independent to the games or events that the user (operator) is participating to enhance the entertainment experience. In addition, game developers will have the total autonomy to include additional functions in their games or by just utilizing the existing program functions in the sidelines **25**. In particular, the applications include at least a first application, for example a game application, and at least a second related application, for example a game related application. The game related application comprises different sideline programs. It is important that additional functions do not interfere with the sideline programs because the programs functions in the sidelines **25** are independent of the games or the events being watch or play. It is important to understand the sideline programs are constantly running independent of the games or events running in the display areas **121**, **122** of the displayed screen **12**. The sidelines programs are fully operational when wagging or in used in an authorize event. It is also important to understand there is a symbiotic relation between all the sideline commands and the game display area **121** of the display screen **12** to provide a smooth flow of the games being played and of the events being watched. For example, the game/event display area **121**, **122** will minimax or enlarge base on the operator sideline positioning. The user can also select multiple games/events viewings being controlled by the program. The types of games played in the game display area **121** or **122** may have unlimited futuristic capacities but they need to be approved by the establishment or facility like casino, theme park and etc., and the same is true for events being watched that they need to be approved by the establishment or facility. For examples, games like e-sport, ninja fruit and events like live sport bets, concerts and etc. The program is especially important when being utilized in a localize settings that, no matter if it is an hour event or a 4 year event, it is made for the communication of guest and the participation and enjoyment of the amenities in that establishment

or facility.
[0219] Referring to FIGS. **6**A to **6**C, there are two sidelines **25** provided for every game, application or event, wherein one of the sidelines **25** is the visual sideline provided on the display screen **12** to divide it into the two display areas **121**, **122** to display the game, application or event on the left display area **121** and the function program on the right display area **122**, and the other sideline **25** is the control sideline provided on the control panel **26** to divide it into the two input modules **22**, **23** for operating the game or event and the function program of the two display area **121**, **122** respectively at the same time.
[0220] It is worth mentioning that the applications of the game or event and the function program displayed on the two display areas **121**, **122** of the display screen **12** can be ran by the same processor **21** of the electronic device **10** or by more than one processors **21** of the electronic device **10** independently while at least one of the two processors **21** is configured to operate the positioning of the sidelines **25** in responsive to the operation and selection of the positions of the sidelines **25** as mentioned above. Of course, the applications can also be running and controlled by the server computer of the facility and the one or more processors **21** of the electronic device **10** is merely provided for communication, setting, computation, operating and controlling the control panel **26**, data transmission between the electronic device **10** and the server computer of the facility via the networking system **20**, and so on.
[0221] Both sidelines **25**, i.e. the visual and control sidelines, are configured to be able to be moved such as by rolling up, down, right, or left for the users' choices according to their own personal selection. Both sidelines **25** (visual/control) can be configured and preset wide, narrow, short, or enlarge as well as provided with label words and audible. Both sidelines **25**, including the visual and the control sidelines, can be in any setting independent of each other and will continue providing the programmable functions in each corresponding sideline programmable function, without interfering with the flow of the game or with the less distraction to the game. The program symbiotic relation between the sideline and the game screen on the respective display area **121**, **122** will automatically give player the biggest game screen viewing field (at all times) base on the user's selection of size of the sideline **25**.
[0222] Both sidelines **25**, including the visual and the control sidelines, are configured to have interactive and artificial intelligence. The interactive sideline is color code, with or without audio effect from the speaker **142**, to alert you to the most resent activated program. For example, the players have three program functions in the visual sideline 1) profiles, 2) alerts and 3) promotions. The player may select red for profiles, green for alerts and blue for promotions, so that as the player is playing, the program profile is activate inside the sideline **25** flashing red and the sideline **25** itself is also flashing red to indicate that the profile program has a match for the player to see the color code and/or to hear the audio effect. The same is provided for the control sideline too. For example, if the player has already seen a profile and has been communicating in the past and, while he is playing, the control sideline **25** turns red to indicated the resent text, voice, video or audio message a match profile has been send to the player.
[0223] It is also important to note that the inside to the sidelines **25** can also all be illuminated red in the same example. The interactive sidelines are program functions that do not change even if you change games or watching different events, unless the user edits his or her filter sideline settings to have different results generated by the programs. For example, editing different profiles functions will generate different profile matches. Also, editing a different service functions will generate different food selections, and etc. The same is true for all other program functions, or as many other program functions as the player selected in the sidelines **25**. It is also important to understand the programs can be edit as a onetime change or as a permanent change.
[0224] The other interactive function of the sidelines is the audio program for all the programs in the sidelines **25** and not in the game display area of the display screen **12** or control screen of the control panel **26**. The way it works is that, as the programs are working, the operator can select any

or all programs on or off to be heard as they come on. For example, the user will see a profile color code message on screen in the visual sideline **25** at the same time the operator will hear it. The operator has the control to hear it louder than the games or events on both ears or on the right or left car or softer (likewise). The same is true for the control sidelines programs. The operator will also be able to hear the message he or she are sending out or to read the messages shown in the display areas **121**, **122**.

[0225] According to the preferred embodiment of the present invention, the electronic device **10** of the present invention further comprises an artificial intelligence module **27** running by at least one of the one or more processors **21** as an intelligent user assistant for assisting the user to operate the sideline program, the first application and the second related application such as player ranking alerts, promotions, browsers, and other services. The artificial intelligence in the sideline **25** is the program that remembers your choices, likes and dislikes, and activities in the sideline programs, to include pass profile matches. Therefore, if next time you come and a match user was saved from last visit of the sideline programs will notify you and assist you with a record (text, video, or audio) of pass communication to remind the user (operator) and better assist you in communications. It may also remind you of food selection, activities and etc. It is also important to note that an operator may set the interactive and artificial intelligence module **27** to run automatically or off. The automatic setting saves everything and follows the user's pass choices if there is any history of past activity or learns from the user's current actions for the future. Also in the automatic settings, the program of the visual sideline **25** will active the control sideline programs into a symbiotic force reaction to incoming information and will automatically provide the tools to answer in the control sideline **25** and minimax or enlarge the game/event display area of the display screen **12**. In the manual setting, users must select from novice, skillful, expert or master, and this will enable the operator adequate time.

[0226] It is appreciated that the user is always in control of both sidelines **25**. The sidelines **25** are configured as a function of the program and so are the game being played or events being watched. The user can choice to add another game and play two games at the same time. He or she can determine the presentation of the games by moving the sidelines **25** and, furthermore, the user can select what game is displayed on top, bottom, right or left, up to twelve games. In other words, users can play up to six games at one time and continue using the program functions provided by the sidelines **25**. The user accomplishes this task by dragging the games and events through the color coded sideline **25** from the browser inside the sideline **25**. It is important to know that no matter the size of the sidelines **25**, the user selects the program will automatically set the game screen of the display screen **12** and the control screen of the control panel **26** to the largest possible size. The user can set fix locations of the sidelines **25** to fix size to permanently expose all the program functions of the sideline **25** that he or she wishes to see, while at the same time the program maximizing the game/event screen size at all times.

[0227] This is not a picture in picture function to the main screen while this is a complex communicating interactive and artificial intelligence program, that enhances the games, program events, communications, and the entertainment of the events. The control sideline **25**, when manually widen, reveals a (1) keyboard, (2) emojis, (3) panic bottom, and (4) control settings. The control sideline **25** that can also be fix to size to permanently expose the keyboard and other controls in the control sideline **25**, while at the same time maximizing the control screen size of the control panel **26**.

[0228] The program functions are in the sidelines **25** and these are the tools the device communicates with the players or users, with or without the less interference to the game screen of the display screen **12**. The player or user has the control of which functions he or she wants to use on/off if any or all. For example, some functions in the visual sideline **25** are (1) ranking of players, (2) alerts, (3) promotions, (4) brows game/pop ups and (5) services. Once again, these programs functions have artificial intelligence. In other words, the electronic device **10** remembers and

selects from past activities but will also remember both sidelines settings, so that the more the user plays or uses, the better the program works for the user. In these programs, the filter controls can also be changed by the players or users to get different selection options from the electronic device **10** as a one-time selection or as a permanent option.

[0229] Person skilled in the art would appreciated that tablet type electronic device **10** as shown in FIGS. **6**A to **6**C would be a simulated electronic device projected from an AR/VR device **9** as shown in FIG. **3**A. Or, alternatively, the electronic device **10** as shown in FIGS. **6**A to **6**C would be interacted with an AR/VR device **9** to control and operate the games, programs and functions as described above. For example, the user can wear the AR/VR device **9** with the headset **911**, receive sound from the speakers **912**, give voice commands to control and operate the electronic device **10** as well as the sidelines **25** through the microphone **913**, have augmented reality and/or virtual reality supported for the display screen **12** and the control panel **26** of the electronic device **10** from the AR device **914** and VR device **915**, and/or give motion commands to control and operate the electronic device **10** as well as the sidelines **25** through by detecting motions of the user through the motion sensing device or camera **916**.

[0230] It is worth mentioning that the sideline **25** may have two different computer languages operating on opposite sides of the sideline **25**. For example, a computer programmer may select a game engine based on best graphics while another computer programmer may select a different computer language based on the program flexibility. It is appreciated that the sideline program controls are ergonomic human motions optimizing the most speed with the less effort conserving energy for prolong utilization. For example, touch point commands can be demanding in prolong repetition and are seriously near to impossible with muscular, and neurological tremer. It is important to mention that the sideline program is also voice commandable and user friendly. Programmable sideline controls the display of selected pop-ups programs and their location like incoming programs, communications, visual and voice alerts, with the less effort to the user and with the artificial intelligence that the more the user plays, the better the sideline program works for the user.

[0231] The ranking of player is a combination of programs that will provide multiple players a communication tool for the games/events that do not have a communication tools platform and will provide additional communication options to the game that have communication tools. In this arrangement, the electronic device **10** will save match of these profiles for you to rank while in a game/event.

[0232] The first tool is a (1) filter survey for player and the other facility guest. In other words, likes, dislikes and personality. (2) The other is a brief surrogate clip video, text, photos, audio, or any combination. (3) The next tool is a general video. (4) The next is a line of sight video this is when the electronic device **10** has physically been targeted because someone wants to contact you. In all these options, the electronic device **10** can save, delete and rank the other users after the main user has viewing the profiles. This will provide the electronic device **10** the ability to assisted the user with communications. The program will assist the user to communicate with the user's selected users as they become available in the ranked order the user provided.

[0233] Alerts will be set by the user's choice of phone numbers and emails the user wants to take. Emergency notice will be posted to override the game and the nature of the emergency. Promotions will have selected algorithms to generated gifts, coupons, and discounts to better reward the user and will also include advertisement. Services will range from booking restaurant, room services, operator, security, waiter, scheduling theme rides, GPS maps, event tickets, and etc.

[0234] In one example, the user is verified for the electronic device **10** in an authorized manner via the verification code to use the electronic device **10** as a portable game device within the private communication network, such as private casino communication network. The game application and the game related application are preloaded in the portable game device **10**. Alternatively, the game application and the game related application are saved in a cloud storage that the game application

and the game related application can be loaded in the portable game device **10** through Internet or Intranet. For example, once the portable game device **10** is wirelessly connected to the communication network, the game application and the game related application will be automatically loaded in the portable game device through the communication network.

[0235] It is worth mentioning that the user is able to download the game application and the game related application to his or her personal electronic device, such as a notebook, a tablet, a smart phone, or an AR/VR device, as the portable game device **10**, and connect the personal electronic device to the communication network in order to play. The game application and the game related application are downloaded to the personal electronic device **10** and its screen is functioned as the display screen **12** and configured by the downloaded program to form the display areas **121**, **122** by forming the visual sideline **25** in the display screen **12**, wherein the game application and the game related application are displayed in the two display areas **121**, **122** respectively. In addition, the keyboard or mouse pad can be used as the first input module **22** to control and operate the game application displayed on the display area **121**, and the microphone **142** or another mouse connected thereto can be used the second input module **23** to control and operate the game related application displayed on the display area **122** at the same time.

[0236] Likewise, another personal electronic device can be wirelessly linked to the communication network by the electronic device **10** of the present invention in order to play game, such that the electronic device **10** of the present invention forms a communication link between the personal electronic device and the communication network.

[0237] In view of the electronic device **10** according to the preferred embodiment of the present invention, as shown in FIGS. **6**A-**6**C, when the game application is loaded and displayed at the display area **121** of the display screen **12**, the game related application is automatically loaded and displayed at the other display area **122** of the display screen **12**. The first input module **22** will be automatically loaded at the control panel **26**. For example, when the user selects to play the "Blackjack" electronic card game, a set of touch buttons are automatically configured at the first input module **22** of the control panel **26** for the user to select the betting amount, card drawing/holding selections, and etc. At the same time, the user is able to select one of the sideline programs of the game related application, such as chatting platform, intelligent user assistant, ranking, user profile, and etc. When the chatting platform is selected, the virtual keyboard as the second input module **23** will be automatically selected and displayed on the control panel **26**. Therefore, the user is able to control (play) the electronic card game via the first input module **22** and to chat with other player users via the second input module **23** at the same time. It is worth mentioning that the user is able to select different input modules **23**, such as voice input, keyboard, motion detecting input, mouse input, touch pad, touch screen input, hologram control activation, and etc., for the game related application. In addition, other player users who play the same game will be automatically shown in the chatting platform, such that the user is able to chat with other player users at the same time when he or she plays the game.

[0238] Accordingly, the phone connection station **11** is adapted for connecting with the user smart phone. The player verification module **44** comprises a verification program application to generate a verification code in order to activate the electronic device **10** and also to execute the user smart phone settings and preferences downloading to the electronic device **10** automatically. In other words, the smart phone program applications is a set up version for the continue continuity of use on to the portable electronic devices **10**, for the user to use with and without the portable electronic device **10**

[0239] As shown in FIG. **6**A, the display screen **12** is split by the visual sideline **25** into the two display areas **121**, **122**, such as left display area and right display area. The game application, such as an electronic tic-tac-toe game, is selected and executed on one of the display areas **121**, **122**, for example the left display area **121**. The related game application, including different program selections such as profile, alert, promotions, and browsing, is displayed on the other display areas,

i.e. the right display area **122**, for the user to select. At the same time, the first input module **22** is automatically loaded as a set of directional buttons and selection buttons on the control panel **26** and the second input module **23** is automatically loaded as a virtual keyboard on the control panel **26**. It is worth mentioning that the first and second modules **22**, **23** are separated by the control sideline **25** on the touch screen type control panel **26**. Therefore, the user is able to play the game via the first input module **22** by the left hand of the user and to select one of the program selections via the second input module **23** by the right hand of the user at the same time. The electronic device **10** is configured to enable user to select the positions of the first input module **22** and the second input module **23** that the user is convenient to control and operate the game application and the game related application displayed on the left and right display areas **121**, **122** of the display screen **12** respectively at the same time. For example, if the game application is displayed on the left display area **121**, it may be more convenient to set the first input module **22** configured to control and operate the game application on the left side of the control panel **26** too while the second input module **23** is set to position on the right side of the control panel **26** to control and operate the game related application displayed on the right display area **122** of the display screen **12**. Of course, it is free for the user to configure according to his or her convenient and desire.

[0240] As shown in FIG. **6**B, an alternative mode of the above preferred embodiment of the present invention is illustrated, wherein the display screen **12** is embodied as the bottom touch screen panel and the control panel **26** is embodied as the upper touch screen panel. Person skilled in the art may already understand that the positions of the display areas **121**, **122** and the input modules **22**, **23** are preferably configured to be interchangeable or set according to the desire of the user, especially when both the display screen **12** and the control panel **26** are touch screen panels. Some users may prefer to have the game application and its input module **22** displayed on, for example, the bottom touch screen panel and the game related application and its input module **23** displayed on, for example, the upper touch screen panel of the electronic device **10**. In other words, the electronic device **10** is preferably programmed to be capable of interchanging the positions of the applications and their input modules on the screen panels anytime by setting and configuring them.

[0241] FIG. **6**C illustrates another alternative mode of the above preferred embodiment of the present invention, wherein the display screen **12** is divided into three display areas **121**, **122**, **123** by a vertical virtual sideline and a horizontal virtual sideline, while the control panel **26** is divided into three input modules **22**, **23**, **24** by a vertical control sideline and a horizontal control sideline **25** accordingly to control and operate a total of three applications displayed on the three display areas **121**, **122**, **123** respectively at the same time. As mentioned above, the sidelines **25** are all configured to be movable by such as rolling upwards, downwards, leftwards, or rightwards to adjust the relative sizes of the display areas **121**, **122**, **123** and the input modules **22**, **23**, **24** anytime. In other words, the electronic device **10** according to the preferred embodiment of the present invention enables the user to select the number of display areas provided on the display screen **12** and input modules provided on the control panel **26** by selecting the number and positions of the virtual sidelines **25** configured on the display screen **12** and the control sidelines **25** configured on the control panel **26**.

[0242] It is worth to further mention that the surrounding rims of the frame of the display screen **12** and the control panel **26** can also be made to form illuminating rims so as to provide lighting effect of different colors as well as flashing with respect to the game(s) playing with the electronic device **10** to enhance the game effect, indication and entertainment experience. Also, the sound effect from the speaker, the incoming alerts, the sideline programs and the panic button may be corresponding to the lighting effect to strengthen the indication of “ON” status of the electronic device **10** for enhancing entertainment experience.

[0243] As described above, the user is able to move the visual sideline **25** to adjust the size of each of the display areas **121**, **122**. In particular, the user is able to preset that when the visual sideline **25** is moved, the control sideline **25** will be moved correspondingly. Referring to FIG. **7**, for example,

when the visual sideline **25** is moved to the right direction, the control sideline **25** can be preset to be moved correspondingly to the right direction too. Preferably, when the visual sideline **25** is moved to the one boundary edge of the display screen **12**, the corresponding display area **121**, **122** will be minimized. For example, when the visual sideline **25** is moved to the right boundary edge of the display screen **12**, the right display area **122** will be disappeared, such that only the game application will be displayed on the display screen **12**. Correspondingly, the second input module **23** will be closed at the same time.

[0244] In addition, the visual and control sidelines **25** can be selectively configured by the user as shown in FIGS. **8**A to **8**C to either form as a vertical sideline or horizontal sideline. Referring to FIG. **8**A, the virtual sideline **25** is set to be a horizontal sideline on the display screen **12** to divide into an upper display area **121** and a lower display area **122** while the control sideline **25** is also set to be a horizontal sideline on the control panel **26** that divides the control panel into an upper input module **22** and a lower input module **23**, wherein the user may select and set one of the upper and lower input modules **22**, **23**, for example the upper input module **22**, to control and operate the upper display area **121** and the other input module, for example the lower input module **23** controls and operates the other display area **122**, vice versus.

[0245] FIGS. **8**B and **8**C illustrate the virtual and control sidelines **25** can also be configured and set in opposite manner, wherein the electronic device **10** is illustrated by schematic drawings that merely shows the overall shape of the display screen **12** and control panel **26** without illustrating the detail equipped elements such as storage cavity **111**, microphone **142**, speaker **144** and so on as shown in FIG. **3**.

[0246] It is worth mentioning that the virtual and control sidelines **25** and the sideline program thereof are illustrated with a physical appearance of a segment line with artificial intelligent on the screens, such as the display screen **12** and the control panel **26**, which can have additional shapes for creativity like oblique and/or circular positions to enhance the nature of the programs. Person skilled in the art should understand that the sidelines **25** can also be modified as simulated sidelines illustrated via the AR/VR device **9** that the user can view and operate the simulated sidelines **25** through the AR/VR device **9**, and that the display screen **12** and/or control panel **26** can also in oblique or circular shape. In addition, when the display screen **12** of the electronic device **10** or the AR/VR device **9** is able to provide three-dimensional screen, the sideline **25** can also function as a panel dividing a closer portion and a deeper portion of the 3-D screen.

[0247] As shown in FIG. **8**B, according to the preferred embodiment of the present invention, the virtual sideline **25** on the display screen **12** is set as a horizontal sideline to divide the display screen **12** into an upper display area **121** and a lower display area **122**, and the control sideline **25** of the control panel **26** is set a vertical sideline to form a left input module **22** and a right input module **23** on the control panel **26**. The user may select one of the left and right input modules **22**, **23**, for example the left input module **22** to control and operate the upper display area **121** while the other input module, for example the right input module **23** to control and operate the lower display area, vice versus. As shown in FIG. **8**C, the virtual sideline **25** on the display screen **12** is set as a vertical sideline to divide the display screen **12** into a left display area **121** and a right display area **122**, and the control sideline **25** of the control panel **26** is set a horizontal sideline to form an upper input module **22** and a lower input module **23** on the control panel **26**. The user may select one of the upper and lower input modules **22**, **23**, for example the upper input module **22** to control and operate the left display area **121** while the other input module, for example the lower input module **23** to control and operate the right display area, vice versus.

[0248] According to the preferred embodiment of the present invention, in order to resetting or repositioning of the sideline **25** parallelly, as show in FIG. **9**A, the user may simply use his or her finger, for example, double clicking or touching and holding for a predetermined period of time on any of the sideline **25** to activate that sideline **25** to movable status, and then the user may use a finger to touch and hold that sideline **25** to slide to the desired position. When the user removes his

or her finger from that sideline **25** at the new position, after a predetermined period of time, such as three seconds, that sideline **25** will stay at that new position. Similarly, when the control panel **26** is a touch screen, the parallel resetting or repositioning the sideline **25** separating the input modules **22**, **23** on the control panel **26** can also be changed or reset by the above "T" setting method too.
[0249] To reset or change the orientation of the sideline **25**, such as from a horizontal sideline to a vertical sideline or from a vertical sideline to a horizontal sideline, there are multiple ways being able to program. For example, the change of the orientation of any desired point of the sidelines **25** can be done by a "T" setting method, wherein referring to FIGS. **9**B and **9**C, the user may simply use his or her finger, for example, to draw a first setting line **31** from the sideline **25** and generally perpendicular to the sideline **25**, and then draw second setting line **32** across the first setting line **31** and generally parallel to the sideline **25** to form a "T" setting FIG. **30**. After a certain period of time, the original sideline **25** disappears and a new sideline **25** is formed to substitute the original sideline **25** at the position of the first setting line **31** and the "T" setting FIG. **30** disappears too. Therefore, the orientation of the sideline **25** changes perpendicularly.
[0250] For example, a horizontal sideline **25** is reset and changed to a vertical sideline **25** as shown in FIG. **9**B, wherein the first application and second related application displayed on the upper and lower display areas **121**, **122** originally will be displayed on the left and right display areas **121**, **122** separated by the new vertical sideline **25**, if the default setting is preset to upper-to-left and lower-to-right format, or alternatively, upper-right and lower-left format. Or, a vertical sideline **25** is reset and changed to a horizontal sideline **25**, as shown in FIG. **9**C, wherein the first application and second related application displayed on the left and right display areas **121**, **122** originally will be displayed on the upper and lower display areas **121**, **122** separated by the new horizontal sideline **25**, if the default setting is preset to left-to-upper and right-to-lower format by the user in the electronic device **10**. Of course, alternatively, the default setting preset to right-to-upper and left-to-lower format by the user. Similarly, when the control panel **26** is a touch screen, the orientation change of the sideline **25** separating the input modules **22**, **23** on the control panel **26** can also be changed or reset by the above "T" setting method too.
[0251] FIGS. **9**A to **9**C illustrate that the electronic device **10** as shown in FIGS. **8**A to **8**C can also be interacting with the AR/VR device **9** as shown in FIG. **3**A, wherein the user can wear the AR/VR device **9** with the headset **911**, receive sound from the speakers **912**, give voice commands to control and operate the electronic device **10** as well as the sidelines **25** through the microphone **913**, have augmented reality and/or virtual reality supported for the display screen **12** and the control panel **26** of the electronic device **10** from the AR device **914** and VR device **915**, and/or give motion commands to control and operate the electronic device **10** as well as the sidelines **25** through by detecting motions of the user through the motion sensing device or camera **916**.
[0252] In particular, referring to FIGS. **11**-**13**, the AR/VR device **9** can be interacts with electronic device **10** and the players or users. The player may see the display screen **12** and the control panel **26** and interact with the sidelines supported by the sideline program in the AR/VR device **9** for controlling and operating the game in the electronic device **10**. The user of the AR/VR device **9** is able to slide the sidelines **25** the same as in the physical portable electronic device **10**. Through the AR/VR device **9**, the user may also be able to command through hand, finger, pupil, head motion, and voice command. The gaming electronic device **10**, sideline program in the AR/VR device **9** and the smart phone of the user are interacted with each other forming the arrangement of operating multi-task interactive electronic devices of the present invention.
[0253] The AR/VR device **9** may also replace the physical portable gaming electronic device **10** by simply projecting an image as a simulated electronic device that also interacts with the sideline program and the smart phone of the user. In one embodiment, the AR/VR device **9** can be activated with the same security requirements for the sideline program by combination of the smart phone and the security system while maintaining the same disable function for the security tampering system as mentioned above for the physical portable gaming electronic device.

[0254] In one embodiment, the game program can be seen in the eye/head set of the AR/RV device **9** and the functions of the game are controlled in the AR/VR device **9** by the sideline program or vice versa. The player can have multiple sidelines **25** operating in the gaming electronic device **10** and in the AR/VR device **9** vice versa. The sideline program for the gaming electronic device **10** and the AR/VR device **9** can both be activated by voice command. In addition, the motion sensing camera **145** or **916** on the back side of the display screen **12** or on the back posterior occipital region of the AR/VR device **9** can provide the user a surround motion view of his/her location in the AR/VR device **9**. The gaming electronic device **10** can provide the AR/VR user surround sound and the ability for the user to also have a 360 view in his/her AR/VR device **9** through the use of the sideline program while the user is entertaining. The user is able to select what he or she wants to see on the display screen **12** of the electronic device **10** and what he or she wants on the AR/VR device **9** to include alert, message, game, confreres, amenities, and etc. In addition, the AR/VR device **9** may have the panic button **901** just like the gaming electronic device **10**.
[0255] In one embodiment, the AV/RV device **9** can be activated by the smart phone and or the gaming electronic device **10** and vice versa. In another embodiment, the smart phone, portable gaming electronic device **10** and the AR/VR device **9** once being activated can up load and down load into other interacting device(s) after the AV/RV device **9** and other portable gaming electronic devices **10** as a form of convenience without additional step in the sideline program security or may only be operated in a one AR/VR device to one gaming electronic device system as a form to added security. The AR/VR device **9** may or may not continue to need the smart phone application authorization. The AR/VR device **9** is able to interact with the hologram while the light projection motion controls will provide the user the best entertainment of his/her life. For example, the AR user can have the hologram/light projection in the gaming electronic device **10** to provide an additional magical ambience as the user is playing on the gaming electronic device **10** in the AR device and, with the portable gaming electronic device **10**, the user can also use the touch screen in the VR device or vice versa. In another embodiment, as the panic button **901** is armed on the AR/VR device **9**, the hologram and light projection on the gaming electronic device **10** will identify the location of the user to first responders. The AR/VR device **9** is an all-in-one device that the virtual reality (VR) can be control through the touch screen (display screen **12** and control panel **26**) of the portable gaming electronic device **10** or not. The VR device can also be removed and the AR device will activate in addition while the AR device can be turn off. Furthermore, the head set **911** of the AR/VR device **9** can continue provide the user a surround sound system and microphone interaction with the electronic portable electronic device **10**.
[0256] It is appreciated that the electronic device **10** according to the preferred embodiment of the present invention is programmed to be able to be used with at least another electronic device **10** together. Referring to FIG. **10**A, a first electronic device **10**A and a second electronic device **10**B are used side by side together and the user is able to configure them into an arrangement and link with the facility through the communication network, wherein four touch screens are present to arrange the display areas and input modules. The user may set the two touch screens of the electronic devices **10**A as two display screens **12** and the two touch screens of the electronic devices **10**B as two control panels **26** to control and operate the first application and the second related application displayed on the two display screens **12** of the electronic device **10**A respectively. One or more sidelines **25** are also able to use to separate each of the two display screens **12** into two or more display areas **121**, **122** and each of the two control panels **26** into two or more input modules **22**, **23** to control and operate the games or applications displayed on the display areas **121**, **122** respectively.
[0257] Referring to FIG. **10**B, the first and second electronic devices **10**A and **10**B can be hinged together to form a single portable electronic device **10**′ with two display screens **12** and two control panels **26**. Accordingly, the two display screens **12** can be configured to form a combined display screen **12**′ and the two control panels **26** can be configured to form a combined control panel **26**′

and the boundary between the two electronic devices **10**A and **10**B is set as sidelines **25**′ of the combined display screen **12**′ and the combined control panel **26**′ respectively.

[0258] It is worth mentioning that when the electronic device **10** is embodied as or interacted with the AV/VR device **9**, the user is preferred to be educated or explained for how the sideline program and the sidelines operated with the AR/VR projections from the AV/VR device **9** that the user may view.

[0259] Referring to FIG. **14**, in this alternative mode, the image (hologram/UV/) light projector **143** are embodied as the ultraviolet light projector **143**. The electronic device **10** comprises a base portion **1002** and a cover portion **1001**. The cover portion **1001** is rotatably connected to the base portion **1002**. In a close status, the cover portion **1001** is able to cover the base portion **1002**. The cover portion **1001** further comprises a cover frame **147** and a display screen **12**. The cover frame **147** is configure to the outer edges of the cover portion **1001**. The display screen **12** is embedded in the cover frame **147**. The base portion **1002** further comprises a base frame **148** and a display screen **12**. The base frame **148** is configured to the outer edges of the base portion **1002**. The display screen **12** is embedded in the base portion **1002**. The display screen **12** may be a display touch screen. A keyboard may be embedded or mounted on the base portion **1002**. The UV light projector **143** is mounted on the cover frame **147**. Preferably, the UV light projector **143** is mounted on the top of the cover frame **147**. The UV light projector **143** may be mounted on the base frame **148**. The camera **145** is preferably mounted on the top of the cover frame **147**. The camera **145** may be mounted on the base frame **148**. The UV light projector **143** and the camera **145** are commutatively connected with the control module **24**. The control module **24** controls the UV light projector **147**. In other words, the control module **24** controls the UV light projector **143** to generate the ultraviolet light. Preferably, the control module **24** is running in the processor **21** for controlling the UV light projector **143**. In a close status, the cover portion **1001** covers the base portion **1002**. When the cover portion **1001** is rotated away from the base portion **1002**, the control module **24** controls the camera **145** to monitor. If the camera **145** of the cover portion **1001** captures the whole base portion **1002**. The control module **24** controls the display screen **12** of the cover portion **1001** to remind the user stop rotating the cover portion **1001**. The cover portion **1001** is maintained the position, the ultraviolet light generated by the UV light projector **143** is capable of covering the whole base portion **1002**. Between the cover portion **1001** and the base portion **1001**, a disinfection space **50** is defined. The control module **24** controls the UV light projector **143** to generate the ultraviolet light for covering the base portion **1002**, so that the base portion **1002** is disinfection. Furthermore, another the UV light projector **143** is mounted on the base frame **148** of the base portion **1002**. The control module **24** controls another the UV light projector **143** to generate the ultraviolet light for disinfecting the cover portion **1001**. Before the disinfection process, the control method **24** detects whether there is a human body's feature in the disinfection space through the camera **145**. If the disinfection space **50** is occupied, the control module **24** shuts down the UV light project **143** of the cover portion **1001** and the UV light projector **143** of the base portion **1002**. It is worth mentioning that the UV light projector **143** of the base frame **148** is able to be elevated to protrude the surface of the base frame **148**. While the UV light projector **143** is elevated to protrude the surface of the base frame **148**, the UV light projector **143** of the base frame **148** is able to support the cover portion **1001**. In such a manner, the UV light projector **143** supports the cover portion **1001** in a close status to form a disinfection space **50**. The UV light projector **143** generates ultraviolet light to cover the disinfection space so as to disinfect the surface of the cover portion and the surface of the base portion. The UV light projector **148** is able to be lowered under the surface of the base portion **1002** while in a working status of the electronic device **10**.

[0260] Referring to FIG. **15** and FIG. **16**, the AR/VR device **9** further comprises an ultraviolet light (UV) light project **143**. The UV light projector **143** is mounted on the front portion of the AR/VR device **9**, Furthermore, a camera **145** is mounted on the front portion of the AR/VR device **9**.

Preferably, the UV light projector **143** is mounted on near the camera **145**. The control module **24** controls the camera **145** and the UV light projector **143** of the AR/VR device **9**. The UV light projector **143** of the AR/VR device **9** generates the ultraviolet light and projects the ultraviolet light to a disinfection target for disinfecting the disinfection target. As shown in FIG. **16**. The UV light projector **143** of the AR/VR device **9** projects the ultraviolet light to the electronic device **10** for disinfecting the surface of the electronic device **10**. If there are limbs between the AR/VR device **9** and the electronic device **10**, the control module **24** stops the UV light projector **143** generating the ultraviolet light. The control module **24** monitors the disinfection through the camera **145**.

[0261] Referring to FIG. **17**, the electronic device **10** further comprises at least one ultraviolet light projector **143**. Preferably, the ultraviolet light projector **143** is configured in the edge portion of the display screens **12**. While the ultraviolet light projector **143** face to a target area **36**, the ultraviolet light projector **143** is able to generate ultraviolet light for disinfecting the disinfection touch surface area **36**. For example, as shown on FIG. **18**, the ultraviolet light projector **143** face of a desk surface. While the ultraviolet light projector **143** is active, the ultraviolet light projector **143** generating the ultraviolet light for disinfecting the desk surface. In such a manner, the work area is convenient for disinfection. The ultraviolet light projector **143** is communicatively connected with the control module **24**. The control module **24** controls the ultraviolet light projector **143**. In other words, the control module **24** controls the ultraviolet light projector **143** to generate ultraviolet light. Preferably, the control module **24** is running in the processor **21** for controlling the ultraviolet light projector **143**. The electronic device **10** further comprises a camera **145**. The camera **145** is configured on the top portion of the display screen **12**. The camera **145** is communicatively connected with the control module **24**. The control module **24** controls the camera **145**. The control module **24** monitors the target area of disinfection through the camera **145**. If the control module **24** monitors for occupied space, such as finger or hand, is in the target area of disinfection, the control module **24** shuts down the ultraviolet light projector **143**. In such a manner, to prevent persons from being overly exposed to ultraviolet light. Furthermore, the control module **24** is communicatively connected with the camera **145**. The control module **24** acquires the image data from the camera **145**. The control module **24** analyses the human body's feature and/or objects from the image data from the camera **145**. In such a manner, the control module **24** improves the efficiency of disinfecting without overly exposing the user to unnecessary ultraviolet rays.

[0262] Furthermore, the same control module **24** as in the electronic device display touch screen control device will perform the same communicatively connection with the cameras on the Virtual Reality/Augmented Reality (VR/AR) device (front camera **145** and rear camera **916**). Where the ultraviolet light projector **143** is control and position on the font of the Virtual Reality/Augmented Reality (VR/AR) device.

[0263] In another preferred embodiment, the first electronic device **10**A further comprises one or more ultraviolet light projectors **143**. The one or more ultraviolet light projectors **143** are configured to the top portion of the display screen **12**. Preferably, the one or more ultraviolet light projectors **143** are configured to the corner portion of the top portion of the display screen **12**. The camera **145** is configured between the two ultraviolet light projectors **143** on the top portion of the display screen **12**. Referring to FIG. **18**, the first electronic device **10**A and the second electronic device **10**B are used side by side together and the user is able to configure them into an arrangement of a foldable electronic device **10** aka a display touch screen control device and link with the facility through the communication network. One of the edges of the first electronic device **10**A and one of the edges of the second electronic device **10**B are rotationally connected. The display screen **12** of the first electronic device **10**A attaches the display screen **12***a* of the second electronic device **10**B. The first electronic device **10**A is rotated away from the second electronic device **10**B. During the first electronic device **10**A rotating, the artificial intelligence module **27** analyses the image data acquired from the camera **145**. The artificial intelligence module **27** determines a disinfection position where the ultraviolet generated from the one or more ultraviolet

light projector **143** is able to cover the second electronic device **10**B. If the electronic device **10**A is reached the disinfection position, the artificial intelligence module **27** controls the display screen **12** to show the remind the user to stop rotating the electronic device **10**A through the control module **24**. The electronic device **10**A is able to be maintained in the disinfection position. Between the electronic device **10**A and the electronic device **10**B defines a disinfection space **50**. The control module **24** further detects whether there is a human limps in the disinfection space **50**. When there are no human extremities in the disinfection space **50**. The control module **24** controls the two ultraviolet light projects **143** to generate ultraviolet light to disinfect the electronic device **10**B. Furthermore, while the electronic device **10**A is rotating, the electronic device **10**A sends an active data to active the electronic device **10**B. The control module **24** of the electronic device **10**B controls the camera **145** of the electronic device **10**B to acquire the image data. The control module **24** of the electronic device **10**B determines whether the ultraviolet generated by the two ultraviolet light projector **143** of the electronic device **10**B is capable of covering the electronic device **10**A. If the ultraviolet light generated by the two ultraviolet light projectors **143** covers the electronic device **10**A, the control module **24** of the electronic device **10**B controls the display screen **12** of the electronic device **10**B to remind the user that the two ultraviolet light projectors **143** are ready to active. After control module **24** of the electronic device **10**B controls the two ultraviolet light projectors to generate the ultraviolet light, control module **24** of the electronic device **10**B sends a start data to the electronic device **10**B. The control module **24** of the electronic device **10**B receives the start data, and controls one or more ultraviolet light projector **143** to generate the ultraviolet. The electronic device **10**A is disinfected.

[0264] Furthermore, during the playing game, the artificial intelligence module **27** studies the rules of the game to find a time gap between the current game is finished and the new game begin. The artificial intelligence module **27** analyzes the disinfection time process, duration, and strength through the camera for the ultraviolet light projectors. If the time gap is longer than the disinfection time, then the artificial intelligence module **27** of the electronic device **10**A controls the camera **40** to acquire the image data. Through the image data, the artificial intelligence module **27** determines whether there is a human extremities are in the disinfection space **50**. If there is no human extremities in the disinfection space **50**, the artificial intelligence module **27** of the electronic device **10**A controls the two ultraviolet light projectors to generate the ultraviolet and sends the start data to the electronic device **10**B for generating ultraviolet light. During disinfecting, the control module **24** monitors the disinfection space **50** through the camera **145**. If the human extremities are presently occupying space in the disinfection space **50**, the disinfecting is cancel. In addition, if the control module **24** of the electronic device **10**A detects a time period which the electronic device **10**A and electronic device **10**B aren't being played, and the time period is longer than the pre-set value, the artificial intelligence module **27** starts the disinfection. The control module **24** monitor the disinfection space **50** during disinfecting.

[0265] In it is important to mention the camera system for this invention are not limited to the electronic device nor to the Augmented Reality/Virtual Reality (AR/VR) including the smart phone. In other words multiple cameras can be used by the electronic devices program and the more field of views and corresponding angles at work the better the function of the artificial intelligence module **27** for the process of programing a disinfecting pattern.

[0266] Referring to FIG. **20**, in a preferred embodiment of the present invention. The ultraviolet light projector **143** is configured to protrude from the display screen **12**. More specifically, the two ultraviolet light projectors **143** are protruded from the display screen **12**. The positions of the two ultraviolet light projectors **143** of the electronic device **10**A are corresponding to the positions of the two ultraviolet light projectors of the electronic device **10**B, respectively. When the touch surface are of the electronic device **10**B is covered to the electronic device **10**A, the ultraviolet light projectors **143** can illuminated the inside of both the electronic device **10**A and the electronic device **10**B, where the display screen **12** of the electronic device **10**A and cannot attach the display

screen **12** of the electronic device **10**B have a preset space for the movement of the ultraviolet light source to disinfect. In other words, disinfection is able to be executed manually, remotely by the smart phone, by the Augmented Reality/Virtual Reality (VR/AR) device and or robotically by a program when the electronic device and the electronic device **10**B are closed. Where the inside of both display touch screen inputting surface areas are disinfected when close or open.

[0267] After the electronic device **10**A and the electronic **10**B are closed, the control module **24** of the electronic device **10** controls the ultraviolent light projector **143** of the electronic device **10**A to generate the ultraviolet, and send the start data to the electronic device **10**B. The control module **24** of the electronic device **10**B controls the ultraviolet light projector **143** of the electronic device **10**B to generate the ultraviolet. During disinfecting, if the control module **24** of the electronic device **10**A detects the electronic device **10**A is rotated, the control module **24** of electronic device **10**A controls the ultraviolet light projector **143** to stop generating the ultraviolet light, and send a stop data to the electronic device **10**B. The control module **24** of the electronic device **10**B controls the ultraviolet light projectors of the electronic device **10**B to stop generating ultraviolet light and visa versa.

[0268] As shown on FIG. **22**, the ultraviolet light projector **143** further comprises a light-emitting device **31** and a cover **32**. The cover **32** covers the light-emitting device **31**. The cover **32** protrudes from the display screens **12**. The cover **32** is transparent. The light-emitting device **31** is capable of generating ultraviolet. The ultraviolet is able to pass through the cover **32** and covers the disinfection space **50**. Preferably, a plurality of lenses **33** are configured in the side surface so as to the ultraviolet is capable of being diffused the ultraviolet. Preferably, the lens **33** is convex lens. Through the convex lens, the ultraviolet is diffused to entire the disinfection space **50**. The bottom of the display screen **12** can configure one or more ultraviolet light **143**. As shown on FIG. **18**.

[0269] As shown on FIG. **21**, in a close statue, the electronic device **10**B is lying down. The cover **32** of the ultraviolet light projector **143** of the electronic device **10**B attaches the cover **32** of the ultraviolet light projector **143** of the electronic device **10**B. In such a manner, the top portion of the display screen **12** of the electronic device **10**A is supported by the cover **32** of the ultraviolet light projector **143** of the electronic device **10**B. The electronic device **10**B in an incline status. The disinfection space **50** is formed between the display screen **12** of the electronic device **10**A and the display screen **12** of the electronic device **10**B. The ultraviolet light projector **143** of the electronic device **10**A and the ultraviolet light project **143** of the electronic device **10**B generate the ultraviolet light. The ultraviolet light passes through the cover. The ultraviolet light is diffused while the ultraviolet light pass through the lens **33** so as to expand the irradiated area with the ultraviolet light. Furthermore, the screen display **12** of the electronic device **10**A and the screen display **12** of the electronic **10**B are able to reflect the ultraviolet light. In such a manner, the ultraviolet light is capable of covering the screen display **12** of the electronic device **10**A and the screen display **12** of **10**B the electronic device **10**B for disinfecting the surface of the display screen **12** of the electronic device **10**A and the display screen **12** of the electronic device **10**B.

[0270] It is important to note the disinfection space **50** for the electronic device **10** in an open or close electronic device **10**. Like on FIG. **20** is a requirement. This invention teaches disinfection space **50** is created by two opposing surfaces. It does not matter how the disinfection space **50** is produce between the two opposing surfaces, this invention teaches the disinfection space as illustrate is vital for the proper disinfection of two surfaces. This invention teaches ultraviolet light, ultraviolent light source and ultraviolet screen display are all dependent on the disinfection space **50** for proper disinfection between two opposing surfaces areas even when one of the two surfaces is not required to be touched.

[0271] As shown on FIG. **23**, an alternative mode of the present invention is illustrated. The ultraviolet light projector **143** is configured at the bottom of the display screen **12**. Preferably, the ultraviolet light projector **143** is detachably connected with the display screen **12**. The ultraviolet source **143**A is able to be taken from the display screen **12**. The ultraviolet light projector is held

and moved manually, mechanically, robotic, attachable, detachable and or collapsible. on the electronic device **10**B so as to disinfecting the electronic device **10**B. The ultraviolet light projector **143** is able to disinfect the electronic device **10**A and vice versa, where the ultraviolet light can rotated 180 degrees of an open or close electronic device.

[0272] It is important to mention the same display screens, can be transparent material like plastic, acrylic and glass, and although they are disinfected after the ultraviolet light exposure the user has no way of noticing the process was done or completed because ultraviolet light cannot be seen by humans field of vision, all individuals want to be notify the ultraviolet light is working specially if the electronic device display screen is shared by others, like at a work or in a leisure environments. The used of luminescence material like phosphorus and fluorescents material can be used in combination with the present invention to inform the user of the on-going ultraviolet light process also phosphorus materials of various type absorb energy and also release energy at different rates therefore they can be used as scale measurements of multiple colors or same color to provide awareness for duration, time, and intensity of the ultraviolet light disinfecting process.

[0273] Furthermore luminescence material can also be used in combination used with the computer program artificial intelligence where the lumines (glow) size, shape, intensity, length, direction, movement, and or lack of glow with or without the ultraviolet light are markers capture by the cameras and shared to the program for the purpose to identify and produce a digital response.

[0274] It is important to note the luminescence material can be imbedded in the glass, acrylic, plastic and or any other transparent material and can also be superimposed on any other type of material transparent or nontransparent, like stickers.

[0275] Referring to FIG. **24**˜FIG. **26**, another alternative mode of the preferred embodiment of the present invention is illustrated. The electronic device **10**C comprises an operation unit **405**, a cover unit **400**, and an adjustor **401**. The adjustor **401** adjusts the angle between the operation unit **405** and the cover unit **400**. In other words, the cover unit **400** is able to cover the operational unit **405**. The cover unit **400** is rotated away from the operation unit **405** to open the electronic device **10**C so that the electronic device **10**C can be used. The adjustor **401** is able to maintain the cover **401** in the certain angle. In the preferred embodiment, the adjustor **401** is embodied as the a hinge. The electronic device **10**C further comprises at least an ultraviolet light emitter **143**. The ultraviolet light emitter **143** is mounted at a predetermined position in the adjustor **401**.

[0276] The operation unit **405** further comprises an input unit **4051** and a hand reachable area **40**. The user is able to operate the input unit **4051** in the hand reachable area **40**. The input unit **4051** can be touch screen, keyboard, touch pad, tablet, etc. The ultraviolet light emitter **143** emits ultraviolet light. The hand reachable area **40** is covered by the ultraviolet light generates by the ultraviolet light emitter **143**. The electronic device **10**C further comprises the at least a display screen **12**, the display screen **12** is fixed on the cover unit **400**, Preferable, the display screen **12** is a touch display screen. In other words, the cover unit **400** also has the hand reachable area **40**. Through the hand reachable area **40**, the user is able to operate the touch display screen **12**. As shown on FIG. **25**, the ultraviolet light generated by the ultraviolet light emitter **143** is covered the hand reachable area **40** of the cover unit **400** and the hand reachable area **40** of the operation unit **405**.

[0277] The electronic device **10**C further comprises an ultraviolet light emitter **143** and a camera **145**. The ultraviolet light emitter **143** and the camera **145** are mounted on the display screen **12**. As shown on FIG. **25**, the ultraviolet light generated by the ultraviolet light emitter **143** of the display screen **12** is covered the hand reachable area **40** of the hand reachable area **40** of the operation unit **405**.

[0278] The ultraviolet light emitter **143** is communicatively connected with the control module **24**. The control module **24** controls the ultraviolet light emitter **143** for emitting the ultraviolet. Preferably, the control module **24** is running in the processor **21** for controlling the ultraviolet light emitter **134**. More specifically, the control module **24** controls the ultraviolet light emitter **143** of

the adjustor **401** and the ultraviolet light emitter **143** of the display screen **12**. The camera **145** is communicatively connected with the control module **24**. The control module **24** controls the camera **145**. The control module **24** monitors the hand reachable area **40** through the camera. Between the cover unit **400** and the operation unit **405** is defined a disinfection space **50**. If the control module **24** monitors for occupied space, such as finger or hand, is in the target area of disinfection, the control module **24** shuts down the ultraviolet light emitter **143**. During cover unit **400** rotating, the artificial intelligence module **27** analyses the image data acquired from the camera **145**. The artificial intelligence module **27** determines a disinfection position where the ultraviolet light generated from the one or more ultraviolet light emitter **143** is able to cover the hand reachable area **40**. The artificial intelligence module **27** controls the ultraviolet light emitter **143** of the adjustor **401** to generate ultraviolet light for disinfecting the hand reachable area **40** of the operation unit **405** and the hand reachable area **40** of the cover unit **45** through the control module **24**. The artificial intelligence module **27** further controls the ultraviolet light emitter **143** to emit the ultraviolet light for disinfecting the hand reachable area **40** of the operation unit **405**. In such a manner, the disinfecting time is reduced.

[0279] The cover unit **400** further comprises a connection element **402**, a rotation element **402** and the mounting element **403**. The rotation element **402** is connected with the connection element **402** and the fixing element **403** separately. Preferably, the rotation element is embodied as a hinge. The display screen **12** is mounted on the mounting element **403**. Preferably, the mounting element uses a magnetism method to fix the display screen **12**. In other words, the display screen **12** is detachable.

[0280] One skilled in the art will understand that the embodiment of the present invention as shown in the drawings and described above is exemplary only and not intended to be limiting.

[0281] It will thus be seen that the objects of the present invention have been fully and effectively accomplished. The embodiments have been shown and described for the purposes of illustrating the functional and structural principles of the present invention and is subject to change without departure from such principles. Therefore, this invention includes all modifications encompassed within the spirit and scope of the following claims.

Claims

1-20. (canceled)

21. A system of operating multi-task interactive two or more softwares in one or more electronic devices, comprising: one or more processors of the one or more electronic devices configured to execute at least one application and one or more related application with different interactive programs respectively; a screen module, operatively linked to said one or more processors, comprising at least one display screen having two or more display areas for displaying said at least one application and said one or more related applications respectively; and one or more input modules operatively linked to said one or more processors, wherein said at least one application and said one or more related applications, which are able to be simultaneously controlled and operated by said two or more input modules, are executed to be displayed on said two or more display areas of said at least one display screen respectively and are independently controlled by said input modules at the same time for enabling a user to process said at least one application via one of said one or more input modules and operate said one or more related applications at the same time via another one of said one or more input modules without interfering said at least one application, wherein one or more sidelines are displayed on said at least one display screen to split said at least one display screen into said two or more display areas to display said at least one application and said one or more related applications respectively.

22. The system, as recited in claim 21, further comprising a control module configured to generate said one or more sidelines to be displayed on said at least one display screen to split said at least

one display screen into said two or more display areas to display said at least one application and said one or more related applications respectively, wherein each of said one or more sidelines is movable on said at least one display screen to adjust a size of each of said two or more display areas, so as to adjust a size of said at least one application and said one or more related applications displayed in said two or more display areas correspondingly and respectively.

23. The system, as recited in claim 21, wherein at least one of said one or more sidelines is generated as at least one of a horizontal sideline, a vertical sideline and a circular sideline, wherein each of said one or more sidelines is movable on said at least one display screen to adjust a size of each of said two or more display areas, so as to adjust a size of said at least one application and said one or more related applications displayed in said two or more display areas correspondingly and respectively.

24. The system, as recited in claim 21, wherein at least one of said one or more sidelines is generated as at least one of a horizontal sideline, a vertical sideline and a circular sideline, wherein each of said one or more sidelines is artificial intelligence operational.

25. The system, as recited in claim 21, further comprising a control panel interactively and operatively linked with said at least one display screen, wherein said two or more input modules are provided at said control panel to independently control said at least one application and said one or more related applications displayed on said two or more display areas of said at least one display screen.

26. The system, as recited in claim 25, wherein said one or more sidelines are generated on said control panel to split said control panel into two or more control areas according to a position of each of said two or more display areas, wherein said two or more control areas are axial symmetry based on a connection portion between said screen module and said control panel, wherein each of said one or more sidelines formed on said control panel is a control sideline to separate said two or more input modules thereon.

27. The system, as recited in claim 25, wherein said two or more input modules are provided at said control panel to independently control said at least one application and said one or more related applications displayed on said two or more display areas of said at least one display screen.

28. The system, as recited in claim 27, wherein said one or more sidelines are generated on said control panel to split said control panel into two or more control areas according to a position of each of said two or more display areas, wherein said two or more control areas are axial symmetry based on a connection portion between said screen module and said control panel, wherein each of said one or more sidelines formed on said control panel is a control sideline to separate said two or more input modules thereon.

29. The system, as recited in claim 25, wherein two of said one or more sidelines are generated on said at least one display screen that one said sideline formed at said at least one display screen is a visual sideline to separate said at least one application and said two or more related applications displayed on said two or more display areas respectively while another said sideline formed at said control panel is a control sideline to separate said two or more input modules thereon.

30. The system, as recited in claim 25, wherein two of said one or more sidelines are generated on said at least one display screen and said control panel in such a manner that one said sideline formed at said at least one display screen is a visual sideline to separate said at least one application and said two or more related applications displayed on said two or more display areas respectively while another said sideline formed at said control panel is a control sideline to separate said two or more input modules thereon.

31. The system, as recited in claim 27, wherein two of said one or more sidelines are generated on said at least one display screen and said control panel in such a manner that one said sideline formed at said at least one display screen is a visual sideline to separate said at least one application and said two or more related applications displayed on said two or more display areas respectively while another said sideline formed at said control panel is a control sideline to separate said two or

more input modules thereon.

32. The system, as recited in claim 26, wherein said sideline is generated between said display area and said control area to split said screen area into one or more control areas according to a position of said display area, wherein said two or more control areas are axial symmetry based on a sideline visual separation between said display area and said control area on said at least one display screen.

33. The system, as recited in claim 29, wherein one or more of said sidelines are generated on said display areas and said control areas on at least one touch surface area of said at least one display screen and further split to be perpendicular with one or more additional sidelines on said at least one touch surface area.

34. The system, as recited in claim 21, wherein at least one of said display screens is selected from the group consisting of a touch screen of the electronic device, a display panel coupled on the electronic device, a three-dimensional screen, a virtual reality display screen, an augmented reality display screen, a virtual screen, a hologram projector of the electronic device, a UV light projector of the electronic device, and a projector screen of the electronic device.

35. The system, as recited in claim 21, wherein at least one of said sidelines is a color coded sideline that said interactive programs are able to be dragged through said color coded sideline accordingly.

36. The system, as recited in claim 26, further comprising an artificial intelligence module, which is executed by one of said one or more processors, communicatively connected with said control module to arrange locations and adjustments of said one or more sidelines for resizing said one or more display areas and said one or more control areas of said interactive programs.

37. The system, as recited in claim 22, wherein a movement of each of said one or more sidelines generated by said control module is able to be directed by one of a motion sensor, a camera sensor, a voice command detection through a microphone, a light projection sensor, and a touchless hologram sensor.

38. The system, as recited in claim 37, further comprising a control panel interactively and operatively linked with said at least one display screen, wherein said two or more input modules are provided at said control panel to independently control said at least one application and said one or more related applications displayed on said two or more display areas of said at least one display screen, wherein two of said one or more sidelines are generated on said at least one display screen and said control panel in such a manner that one said sideline formed at said at least one display screen is a visual sideline to separate said at least one application and said two or more related applications displayed on said two or more display areas respectively while another said sideline formed at said control panel is a control sideline to separate said two or more input modules thereon.

39. The system, as recited in claim 21, wherein said at least one application is displayed on said at least one display screen, wherein said two or more input modules and said at least one or more display areas are provided to operate said at least one application and said one or more related applications displayed on said two or more display areas of said at least one display screen.

40. The system, as recited in claim 21, wherein said one or more sidelines are generated between said two or more applications to split said two or more applications into two or more display areas which are divided based on a sideline visual separation between said two or more applications being displayed.