

Table 1: Sensor Breakdown(Top 20 Apps Using Sensors)

App	Devices	Acc	Proximity	Gyroscope	Magnetometer	Light
android.uid.phone	39	yes	no	no	no	no
com.android.gallery3d	28	yes	no	no	no	no
Google Maps	49	yes	no	yes	yes	no
TempleRun	6	yes	no	no	yes	no
Chrome	5	no	no	yes	no	no
Words With Friends	4	yes	no	no	no	no
Viber	4	no	yes	no	no	no
Draw Something	3	yes	no	no	no	no
Amazon	3	yes	no	no	no	no
SubwaySurf	2	no	no	no	yes	no
Instagram	2	yes	no	no	no	no
Google Voice	2	no	yes	no	no	no
Kugou	2	yes	no	no	no	no
MobileVoip	2	no	yes	no	no	no
Pandora	1	yes	no	no	no	no
BadPiggies	1	yes	no	no	yes	no
Urbanspoon	1	yes	no	no	no	no
Firefox	1	yes	no	no	no	no
Skype	1	yes	no	no	no	no
Reddit	1	no	no	no	yes	no

note: Games use acc and magnetometer; Voip uses Proximity For example, a game might track readings from a device's gravity sensor to infer complex user gestures and motions, such as tilt, shake, rotation, or swing. That is, i want the screen to disable all events and turn off when the user triggers the proximity sensor