

Attachment 2

United States of America

United States Patent and Trademark Office

MICROSOFT

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Int. Cl.: 9

Trademark

Principal Register

Microsoft Corporation (WASHINGTON CORPORATION)
One Microsoft Way
Redmond, WASHINGTON 980526399

CLASS 9: Computer peripherals; computer keyboards; computer mice; Computer programs for wallet-sized personal computers, namely, personal information manager programs with calendars, contact information files and to do lists; note taking programs; programs for facilitating voice, text and pen input; electronic mail program; access programs for global communication networks; programs for wireless communications; computer programs for use in developing other programs for use on wallet-sized personal computers; computer programs for use with phones and pagers; computer programs for accessing global communication networks and displaying content therefrom; computer programs for use with hand-held computers, namely, operating system and utility programs; business application programs for use with hand-held computers; Computer operating system programs and utilities; computer application software for wireless telecommunications for use with wireless devices; computer software to enable uploading, downloading, accessing, posting, displaying, tagging, blogging, streaming, linking, sharing or otherwise providing electronic media or information via computer and communication networks; software for allowing communication and interaction between phones, mobile devices, televisions, video game consoles, media players, computers, digital media hubs, and audiovisual devices; computer software for use by computer network administrators to deploy and manage application software and network server software; computer network server software for managing user content on computer networks and global computer networks; computer software for managing secure communications over computer networks and global computer networks; computer software for developing, managing and operating intranet sites; computer network operating software and utilities; computer software development tools for network servers and applications; computer software for inventorying and monitoring computer hardware and software assets and use within an organization; computer application programs and operating system programs for use with communications servers; computer programs for managing communications and data exchange between computers and electronic devices; operating systems software for use in playing electronic games; computer hardware and peripherals; computer mice and wireless computer mice; wireless communications devices, namely, mobile phones, cellular telephones, personal digital assistants, and hand-held computers; hardware for telecommunications for connecting devices via in-home phone and electrical wiring, namely, computer networks hubs, computer servers, set-top boxes, computer switches and computer routers designed to provide in-home voice over Internet protocol (VoIP) communications; computer and video game systems devices, namely, electronic sensor devices, cameras, projectors, headphones, and microphones; electronic game equipment, namely, equipment communicating with a television or computer for playing electronic games; Computer software for virtual reality visualization, manipulation, immersion and integration of audio, video, text, binary, still images, graphics and multimedia files; wearable computers; wearable computer peripherals; virtual reality headsets for use in visualization, manipulation, immersion and integration of audio, video, text, binary, still images, graphics and multimedia



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files; computer peripherals for mobile devices for remotely accessing and transmitting data; computer peripherals for displaying data and video; computer software, namely, software for setting up, operating, configuring, and controlling wearable computer hardware and wearable computer peripherals; apparatus for recording, transmission or reproduction of sound, images, or data; electronic and optical communications instruments and components, namely, display screens for virtual reality visualization, manipulation, immersion and integration of audio, video, text, binary, still images, graphics and multimedia files; 3D spectacles; hologram apparatus; holographic apparatus for projecting holographic video, still images, graphics and multimedia files

FIRST USE 11-12-1975; IN COMMERCE 11-12-1975

THE MARK CONSISTS OF STANDARD CHARACTERS WITHOUT CLAIM TO ANY PARTICULAR FONT STYLE, SIZE OR COLOR

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