

The white blocks show the current design of B2G telephony call states.
 The yellow blocks are proposed to enhance the telephony functions -- hold a call.

Thoughts in detail:
 Scenario #1: There is no other call on-line (current design)
 When a remote party dials, a new call is generated with its call index (no. 1),
 and the call state is transferred to CALL_STATE_INCOMING.
 When user answers/hangs up the call, the call state is eventually pushed to
 CALL_STATE_CONNECTED/CALL_STATE_DISCONNECTED according to user's decision.

Scenario #2: There is already a call on-line:
 When the third party dials, a new call is generated with its call index.
 Since there is already a call on-line, the new call's index is no. 2.
 And the state of Call no. 2 is transferred to CALL_STATE_WAITING.
 When user answers the new call (call no. 2), its state is pushed to
 CALL_STATE_CONNECTED.
 However, in the meanwhile, the state of the originally connected call (call no. 1) should
 be forced to CALL_STATE_HELD.
 Therefore, |Answer()| an INCOMING call and |Answer()| a WAITING call are different.

Scenario #3: User wants to hold a call when there's no waiting call
 User can |HoldCall()| to change the callstate from CALL_STATE_CONNECTED
 to CALL_STATE_HELD.
 User can |ResumeCall()| to make a call from CALL_STATE_HELD back to
 CALL_STATE_CONNECTED.

