

105. A method for interacting with a computing device including a touch sensitive screen display and a cursor, comprising:

receiving user finger position information from said touch sensitive screen display;

determining a cursor position based on said finger position information; and

visibly displaying a cursor close to said finger position.

106. The method of claim 105, further comprising:

highlighting a virtual key of a virtual keyboard when said cursor is placed above said virtual key; and

selecting said highlighted key wherein said touch sensitive screen display comprises one of a virtual switch device, a touch pad, an air gap virtual switch, a rubber feet virtual switch, a peripheral switch, or a touch strength detector.

107. The method of claim 105, further comprising:

highlighting a virtual key of a virtual keyboard when said cursor is placed above said virtual key; and

selecting said highlighted key when a finger generating said finger position is removed from said touch sensitive screen display while said virtual key is highlighted.

108. The method of claim 107, wherein said virtual keyboard is displayed on said touch sensitive screen display.

109. A method for modifying a cursor position message generated by a computer system operating system in response to finger position information sensed by a touch sensitive screen display, comprising:

generating an X and a Y position coordinate associated with a finger contact point on said touch sensitive screen sensor;

intercepting a cursor position message generated by said operating system;

modifying said cursor position message to be a function of said X and Y position coordinates; and

transmitting said modified cursor position message to an application hosted by said operating system.

110. The method of claim 109, further comprising:

displaying a cursor icon on said touch sensitive screen display in response to said modified cursor position message;

wherein said cursor icon is visibly positioned near said finger contact point.

111. The method of claim 109, wherein said cursor is configured to perform traditional mouse functions;

said functions including a cursor function, an insert function, a point function, a drag function, and a select function.

112. A computing device, comprising:

a touch screen including a graphical user interface (GUI) and a mouse cursor interface;

wherein a cursor generated on said touch screen is configured to be visually seen around a finger touching said touch screen.

113. The computing device of claim 112, wherein said cursor is configured to be visibly positioned near an absolute location of said finger touching said touch screen.

114. The computing device of claim 112, wherein said cursor is configured to perform traditional mouse functions;

said functions including a cursor function, an insert function, a point function, a drag function, and a select function.

115. A method for selecting an object from a plurality of selectable objects generated on a display device comprising:

receiving an position coordinate associated with a finger touch zone;

receiving positions of said selectable objects with respect to an active area zone;

correlating said position coordinate with the positions of said selectable objects; and

associating said position coordinate to at least one of said selectable objects.

116. The method of claim 115, wherein said display device is associated with a computing device;

said computing device including one of a phone, a watch, a personal computer (PC), a tablet PC, a palm PC, a thumb keyboard, a laptop, a digital camera, a camcorder, a web slate, an e-book, a video game, a remote control, an audio/video remote control, a multimedia asset player (MP3, video), or a personal digital assistant (PDA).

117. The method of claim 116, wherein said position coordinate is provided by a touch sensing surface device coupled to said computing device, wherein said finger touch zone is a portion of said touch sensing surface.

118. The method of claim 117, wherein said position coordinate comprises an absolute coordinate of a finger position detector communicatively coupled to said computing device.

119. The method of claim 117, wherein said position coordinate comprises an absolute coordinate of said finger touch zone on said touch sensing surface.

120. A method for interacting with a graphical user interface generated on a display device comprising:

displaying a plurality of selectable objects in an active area zone;

receiving at least one finger position coordinate with respect to a finger touch zone of a user input device;

determining a virtual object to be selected based on a correlation of said finger position coordinate on the finger touch zone and selectable object positions in said active area zone; and

displaying a visual feedback indicating a selected object.

121. The method of claim 120, wherein said display device is associated with a computing device;

said computing device including one of a phone, a watch, a personal computer (PC), a tablet PC, a palm PC, a thumb keyboard, a laptop, a digital camera, a camcorder, a web slate, an e-book, a video game, a remote