of data that moves out of the viewing area. In essence, the scrolling function allows a user to view consecutive sets of data currently outside of the viewing area. The viewing area may be the entire viewing area of the display screen **104** or it may only be a portion of the display screen **104** (e.g., a window frame).

[**0039**] The direction of scrolling may be widely varied. For example, scrolling may be implemented vertically (up or down) or horizontally (left or right). In the case of vertical scrolling, when a user scrolls down, each new set of data appears at the bottom of the viewing area and all other sets of data move up one position. If the viewing area is full, the top set of data moves out of the viewing area. Similarly, when a user scrolls up, each new set of data appears at the top of the viewing area and all other sets of data move down one position. If the viewing area is full, the bottom set of data moves out of the viewing area. In one implementation, the scrolling feature may be used to move a Graphical User Interface (GUI) vertically (up and down), or horizontally (left and right) in order to bring more data into view on a display screen. By way of example, in the case of an MP3 player, the scrolling feature may be used to help browse through songs stored in the MP3 player. The direction that the finger moves may be arranged to control the direction of scrolling. For example, the touch pad may be arranged to move the GUI vertically up when the finger is moved in a first direction and vertically down when the finger is moved in a second direction

[**0040**] To elaborate, the display screen **104**, during operation, may display a list of media items (e.g., songs). A user of the media player **100** is able to linearly scroll through the list of media items by moving his or her finger across the touch pad **110**. As the finger moves around the touch pad **110**, the displayed items from the list of media items are varied such that the user is able to effectively scroll through the list of media items. However, since the list of media items can be rather lengthy, the invention provides the ability for the user to rapidly traverse (or scroll) through the list of media items. In effect, the user is able to accelerate their traversal of the list of media items by moving his or her finger at greater speeds.

[**0041**] In one embodiment, the media player **100** via the touch pad **110** is configured to transform a swirling or whirling motion of a finger into translational or linear motion, as in scrolling, on the display screen **104**. In this embodiment, the touch pad **110** is configured to determine the angular location, direction, speed and acceleration of the finger when the finger is moved across the top planar surface of the touch pad **110** in a rotating manner, and to transform this information into signals that initiate linear scrolling on the display screen **104**. In another embodiment, the media player **100** via the touch pad **110** is configured to transform radial motion of a finger into translational or linear motion, as in scrolling, on the display screen **104**. In this embodiment, the touch pad **110** is configured to determine the radial location, direction, speed and acceleration of the finger when the finger is moved across the top planar surface of the touch pad **110** in a radial manner, and to transform this information into signals that initiate linear scrolling on the display screen **104**. In another embodiment, the media player **100** via the touch pad **202** is configured to transform both angular and radial motion of a finger into translational or linear motion, as in scrolling, on the display screen **104**.

[**0042**] The touch pad generally consists of a touchable outer surface **111** for receiving a finger for manipulation on the touch pad **110**. Although not shown in **FIG. 2**, beneath the touchable outer surface **111** is a sensor arrangement. The sensor arrangement includes a plurality of sensors that are configured to activate as the finger passes over them. In the simplest case, an electrical signal is produced each time the finger passes a sensor. The number of signals in a given time frame may indicate location, direction, speed and acceleration of the finger on the touch pad, i.e., the more signals, the more the user moved his or her finger. In most cases, the signals are monitored by an electronic interface that converts the number, combination and frequency of the signals into location, direction, speed and acceleration information. This information may then be used by the media player **100** to perform the desired control function on the display screen **104**.

[**0043**] The position of the touch pad **110** relative to the housing **102** may be widely varied. For example, the touch pad **110** may be placed at any external surface (e.g., top, side, front, or back) of the housing **102** that is accessible to a user during manipulation of the media player **100**. In most cases, the touch sensitive surface **111** of the touch pad **110** is completely exposed to the user. In the illustrated embodiment, the touch pad **110** is located in a lower, front area of the housing **102**. Furthermore, the touch pad **110** may be recessed below, level with, or extend above the surface of the housing **102**. In the illustrated embodiment, the touch sensitive surface **111** of the touch pad **110** is substantially flush with the external surface of the housing **102**.

[**0044**] The shape of the touch pad **110** may also be widely varied. For example, the touch pad **110** may be circular, rectangular, triangular, and the like. In general, the outer perimeter of the shaped touch pad defines the working boundary of the touch pad. In the illustrated embodiment, the touch pad **110** is circular. Circular touch pads allow a user to continuously swirl a finger in a free manner, i.e., the finger can be rotated through 360 degrees of rotation without stopping. Furthermore, the user can rotate his or her finger tangentially from all sides thus giving it more range of finger positions. For example, when the media player is being held, a left handed user may choose to use one portion of the touch pad **110** while a right handed user may choose to use another portion of the touch pad **110**. More particularly, the touch pad is annular, i.e., shaped like or forming a ring. When annular, the inner and outer perimeter of the shaped touch pad defines the working boundary of the touch pad.

[**0045**] In addition to above, the media player **100** may also include one or more buttons **112**. The buttons **112** are configured to provide one or more dedicated control functions for making selections or issuing commands associated with operating the media player **100**. By way of example, in the case of an MP3 music player, the button functions may be associated with opening a menu, playing a song, fast forwarding a song, seeking through a menu and the like. In most cases, the button functions are implemented via a mechanical clicking action. The position of the buttons **112** relative to the touch pad **110** may be widely varied. For example, they may be adjacent one another or spaced apart. In the illustrated embodiment, the buttons **112** are configured to surround the inner and outer perimeter of the touch pad **110**. In this manner, the buttons **112** may provide tangible surfaces that define the outer boundaries of the