device (such as headphones) or connector used to facilitate the playing back of audio content and/or the audio portion of video content.

[0033] FIG. **3** illustrates a simplified schematic diagram of an illustrative electronic device or devices in accordance with one embodiment of the present invention. Electronic device **300** can be implemented in or as any type of electronic device or devices, such as, for example, electronic devices **102** and **202** discussed above.

[0034] Electronic device **300** may include processor **302**, storage **304**, memory **306**, communications circuitry **308**, input/output circuitry **310**, display circuitry **312**, power supply circuitry **314**, tactile feedback component **320**, or any other suitable component. In some embodiments, electronic device **300** can include more than one of each component or circuitry, but for sake of simplicity, only one of each is shown in FIG. **3**. In addition, one skilled in the art would appreciate that the functionality of certain components and circuitry can be combined or omitted and that additional components and circuitry, which are not shown in FIGS. **1-3**, can be included in electronic devices **102**, **202** and **300**, and in accessory device **104**.

[0035] Processor **302** may include any processing circuitry operative to control the operations and performance of electronic device **300**. For example, processor **302** may be used to run operating system applications, firmware applications, media playback applications, media editing applications, and/or any other application. In some embodiments, a processor may drive the display and process inputs received from the user interface.

[0036] Storage **304** can be, for example, one or more storage mediums, including a hard-drive, flash memory, permanent memory such as ROM, any other suitable type of storage component, or any combination thereof. Storage **304** may store, for example, media data (e.g., music and video files), application data (e.g., for implementing functions on device **200**), firmware, user preference information data (e.g., media playback preferences), lifestyle information data (e.g., food preferences), exercise information data (e.g., information obtained by exercise monitoring equipment), transaction information data (e.g., information such as credit card information), wireless connection information data (e.g., information that may enable electronic device **300** to establish a wireless connection), subscription information data (e.g., information that keeps track of podcasts or television shows or other media a user subscribes to), contact information data (e.g., telephone numbers and email addresses), calendar information data, and any other suitable data or any combination thereof.

[0037] Memory **306** can include cache memory, semi-permanent memory such as RAM, and/or one or more different types of memory used for temporarily storing data. In some embodiments, memory **306** can also be used for storing data used to operate electronic device applications, or any other type of data that may be stored in storage **304**. In some embodiments, memory **306** and storage **304** may be combined as a single storage medium.

[0038] Communications circuitry **308** can permit device **300** to communicate with one or more servers or other devices using any suitable communications protocol. For example, communications circuitry **308** may support Wi-Fi (e.g., a 802.11 protocol), Ethernet, Bluetooth™ (which is a trademark owned by Bluetooth Sig, Inc.), high frequency systems (e.g., 900 MHz, 2.4 GHz, and 5.6 GHz communication systems), infrared, TCP/IP (e.g., any of the protocols used in each of the TCP/IP layers), HTTP, BitTorrent, FTP, RTP, RTSP, SSH, any other communications protocol, or any combination thereof.

[0039] Communications circuitry **308** may include any suitable communications circuitry operative to connect to a communications network and to transmit communications (e.g., voice or data) from electronic device **300** to other devices within the communications network (e.g., other electronic devices or servers). Communications circuitry **308** may be operative to interface with the communications network using any suitable communications protocol such as, for example, Wi-Fi (e.g., a 802.11 protocol), Bluetooth (registered trademark), high frequency systems (e.g., 900 MHz, 2.4 GHz, and 5.6 GHz communication systems), infrared, GSM, GSM plus EDGE, CDMA, quadband, and other cellular protocols, VOIP, or any other suitable protocol (e.g., TCP/IP, HTTP, BitTorrent, FTP, RTP, RTSP, SSH, or Telnet).

[0040] In some embodiments, communications circuitry **308** may be operative to create a communications network using any suitable communications protocol. For example, communications circuitry **308** may create a short-range communications network using a short-range communications protocol to connect to other devices. For example, communications circuitry **308** may be operative to create a local communications network using the Bluetooth® protocol to couple electronic device **300** with a Bluetooth® headset.

[0041] Electronic device **300** may include one more instances of communications circuitry **308** for simultaneously performing several communications operations using different communications networks, although only one is shown in FIG. **3** to avoid overcomplicating the drawing. For example, electronic device **300** may include a first instance of communications circuitry **308** for communicating over a cellular network, and a second instance of communications circuitry **308** for communicating over Wi-Fi or using Bluetooth. In some embodiments, the same instance of communications circuitry **308** may be operative to provide for communications over several communications networks.

[0042] Input/output circuitry **310** may be operative to convert (and encode/decode, if necessary) analog signals and other signals into digital data. In some embodiments, input/output circuitry can also convert digital data into any other type of signal, and vice-versa. For example, input/output circuitry **310** may receive and convert physical contact inputs (e.g., from a multi-touch screen), physical movements (e.g., from a mouse), analog audio signals (e.g., from a microphone), or any other input. The digital data can be provided to and received from processor **302**, storage **304**, memory **306**, or any other component of electronic device **300**. Although input/output circuitry **310** is illustrated in FIG. **3** as a single component of electronic device **300**, a plurality of input/output circuitry can be included in electronic device **300**.

[0043] Electronic device **300** may include any suitable mechanism or component for allowing a user to provide inputs to input/output circuitry **310**. For example, electronic device **300** may include any suitable input mechanism, such as for example, a button, keypad, dial, a click wheel, or a touch screen. In some embodiments, electronic device **300** may include a capacitive sensing mechanism, or a multi-touch capacitive sensing mechanism. Some sensing mechanisms are described in commonly owned U.S. patent application Ser. No. 10/903,964, filed Jul. 30, 2004, entitled "Gestures for Touch Sensitive Input Device," and U.S. patent