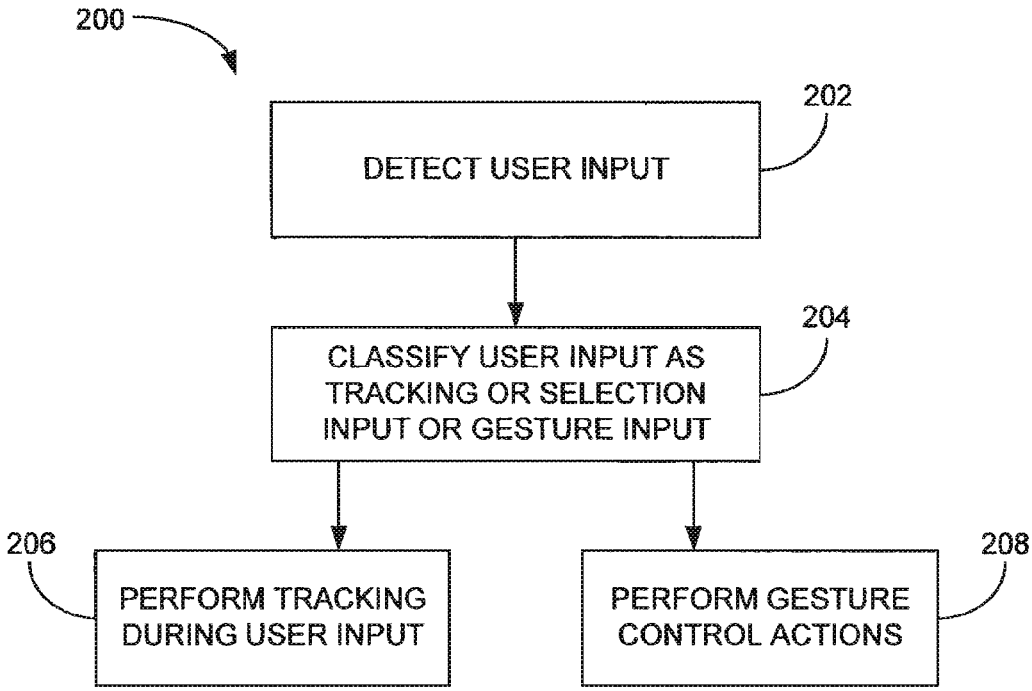
200
DETECT USER INPUT
202
CLASSIFY USER INPUT AS TRACKING OR SELECTION INPUT OR GESTURE INPUT
204
206
PERFORM TRACKING DURING USER INPUT
PERFORM GESTURE CONTROL ACTIONS
208

FIG. 7

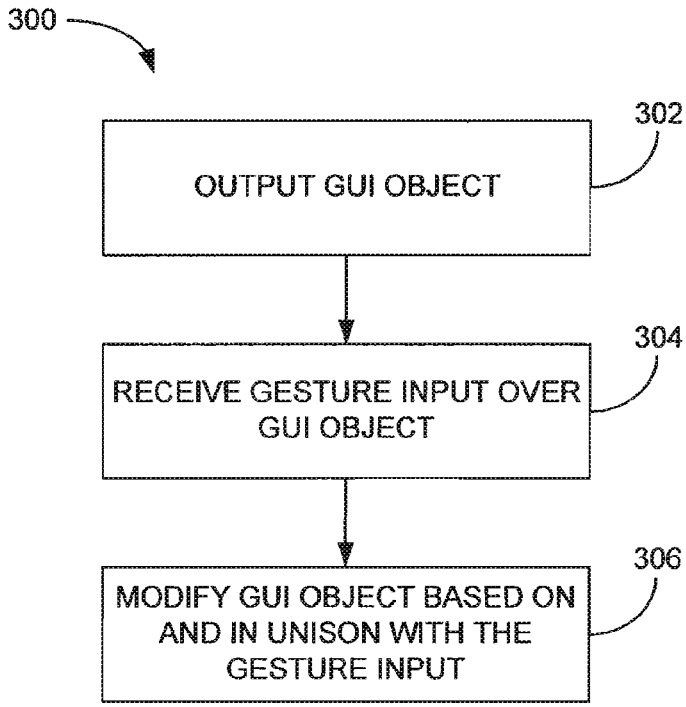
300
OUTPUT GUI OBJECT
302
RECEIVE GESTURE INPUT OVER GUI OBJECT
304
MODIFY GUI OBJECT BASED ON AND IN UNISON WITH THE GESTURE INPUT
306

FIG. 9