

**FIG. 17A**, a user **510** is using a tablet PC **512** and therefore is holding the tablet PC **512** with one hand **514** while navigating (e.g., tracking, gesturing) with the other hand **516**. As shown in **FIG. 17B**, which is a close up of the user holding the tablet PC **512**, a portion of the thumb of the holding hand **514** is positioned over the touch screen **520**. As shown in **FIG. 17C**, the tablet PC **512** recognizes the thumb and displays a control box **522** adjacent the thumb. The control box **522** includes various buttons **524**, which can be selected by the user's thumb to initiate tasks in the tablet PC **512**. As shown in **FIG. 17D**, while holding the tablet PC **512**, the thumb is extended over one of the buttons **524** and subsequently tapped thereby selecting the task associated with the button **524**. By way of example, the task may be associated with launching a program or gaining access to a network or changing the mode of operation of the device. The control box **522** and buttons **524** may be used to change the input mode of the touch screen **520** so that, for example, the identical gesture made with the fingers of the user's other hand may have multiple meanings depending on which of buttons **524** is selected. As shown in **FIG. 17E**, when the thumb is moved away from the touch screen **520**, the control box **522** may time out and disappear. Alternatively, the control box may be closed using conventional close icons or buttons.

[0121] **FIG. 18** is a diagram of a GUI operational method **550**, in accordance with one embodiment of the present invention. The GUI operational method **550** is configured for initiating zooming targets. The GUI operational method **550** generally begins at block **552** where a control box GUI element is displayed. The control box contains one or more control buttons, which are somewhat close together, and which can be used to perform actions. The control box may, for example, include control buttons such as maximize, minimize, close, and the like. Following block **552**, the GUI operational method **550** proceeds to block **554** where the control box is enlarged, or at least one of the control buttons is enlarged for a period of time when the presence of an object over the control box or one of the control buttons is detected. In the case where the control box is enlarged each of the control buttons is enlarged thereby making selection thereof much easier. In the case where only the control button is enlarged, the user would decide whether this is the correct button and if so select the enlarged control button, or restart the process so that the appropriate control button is presented. In most cases, the size of the control buttons corresponds to the size of the finger so that they may be easily selected by the object. Following block **554**, the GUI operational method **550** proceeds to block **556** where a control signal associated with the selected control button is generated when the presence of the object over one of the enlarged control buttons is detected.

[0122] **FIGS. 19A-19D** illustrate a zooming target sequence using the GUI operational method **550** described above. As shown in **FIG. 19A**, a user **510** places their finger **576** over a control box **578**. Because the buttons **580** of the control box **578** included therein are smaller than the finger **576** and located close together, it is difficult for the user **510** to make a selection directly without possibly pressing an undesirable button **580**, e.g., a button adjacent the desired button. By way of example, the finger **576** may cover two or more of the buttons **580**. As shown in **FIG. 19B**, at least a portion of the control box **578** is enlarged including the buttons **580** included therein when the user places their

thumb over the control box. As shown in **FIG. 19C**, once the control box has reached its enlarged state, the user can select one of the enlarged buttons, which is now closer to the size of the thumb. By way of example, the user may tap on the desired control button. As shown in **FIG. 19D**, the control box reduces to its initial size after the button is selected or after a predetermined time period in which no selection was made (e.g., times out) or when the user moves their finger away from the control box.

[0123] **FIG. 20** is a diagram of a GUI operational method **600**, in accordance with one embodiment of the present invention. The GUI operational method **600** is configured for initiating a page turn. The GUI operational method **600** generally begins at block **602** where a page from a multitude of pages is displayed in a GUI. By way of example, the pages may be associated with an electronic book. Following block **602**, the GUI operational method **600** proceeds to block **604** where the presence of an object (or objects) in a predetermined region over the page is detected. The predetermined area may, for example, correspond to the area where the page number is displayed. Following block **604**, the GUI operational method **600** proceeds to block **606** where a page turn signal is generated when the object (or objects) is translated in the predetermined region. The translation is configured to simulate a finger turning the page in an actual paper bound book. The direction of the translation indicates whether to go to the next page or previous page in the list of pages. For example, if the finger is swiped right to left, then a page back signal is generated, and if the finger is swiped left to right, then a page up signal is generated. This GUI operational method **600** may be enhanced several ways. For instance, if multiple fingers are swiped, then this may create a paging signal greater than one page. For example, a two finger swipe equals two page turns, three finger swipe equals three page turns, etc. Or a two finger swipe equals ten page turns, three finger swipe equals 50 page turns, etc.

[0124] **FIGS. 21A-21D** illustrate a page turning sequence using the GUI operational method **600** described above. As shown in **FIG. 21A**, which is a close up of a user **510** holding the tablet PC **512**, the user swipes their finger over the page number in a direction to the left of the page **630**. As shown in **FIG. 21B**, the tablet PC **512** recognizes the swipe and direction of the swipe in the area of the page number and therefore the tablet PC **512** displays the next page in a group of pages. This can be performed repeatedly to whisk through the group of pages. As shown in **FIG. 21C**, the user swipes their finger **576** over the page number in a direction to the right of the page **630**. As shown in **FIG. 21D**, the tablet PC **512** recognizes the swipe and direction of the swipe in the area of the page number and therefore the tablet PC **512** displays the previous page in a group of pages. This can be performed repeatedly to whisk through the group of pages.

[0125] **FIG. 22** is a diagram of a GUI operational method **650**, in accordance with one embodiment of the present invention. The GUI operational method **650** is configured for initiating inertia typically during a scrolling or panning operation. Inertia is generally defined as the tendency of a body at rest to remain at rest or of a body in motion to stay in motion in a straight line unless disturbed by an external force. In this particular embodiment, the GUI or some portion thereof is associated with inertial properties, which is its resistance to rate of change in motion. For a GUI with