memory **116** may also store passwords for allowing accessibility to password-protected functions on the mobile telephone **100**.

[**0036**] The micro-processor **113** has ports for coupling to the touch screen **105**, the auxiliary keys and the alert module **115**. Also, micro-processor **113** has ports for coupling to a microphone **135** and a communications speaker **140** that are integral with the device.

[**0037**] The character Read Only Memory **114** stores code for decoding or encoding text messages that may be received by the communications unit **102**. In this embodiment the character Read Only Memory **114**, RUIM card **119**, and static memory **116** may also store Operating Code (OC) for the micro-processor **113** and code for performing functions associated with the mobile telephone **100**.

[**0038**] The radio frequency communications unit **102** is a combined receiver and transmitter having a common antenna **107**. The communications unit **102** has a transceiver **108** coupled to the antenna **107** via a radio frequency amplifier **109**. The transceiver **108** is also coupled to a combined modulator/demodulator **110** that couples the communications unit **102** to the processor **103**.

[**0039**] Referring to FIG. **2**, there is illustrated an initial touch screen layout **200** associated with the display screen **105** of the electronic device **100** of FIG. **1**. The touch screen layout **200** comprises three regions, a display region **201**, a first touch sensitive region **202**, and a second touch sensitive region **203**. The display region **201** displays text, characters or other data entered by the user, and here shows "C" followed by an input cursor "_". The first touch sensitive region **202** displays an initial keyboard layout having a first set of input character keys **204** each identifying an associated character, and here shows a standard QWERTY keyboard. Characters are input into the device **100** and displayed on the display region **201** by user action on the associated keys **204**, for example by touching a corresponding area of the touch screen using a stylus or finger. The second touch sensitive region **203** displays predicted words corresponding to characters entered by the user. These words are also user selectable using contact by a stylus or finger at an appropriate part of the second touch sensitive display region **203**.

[**0040**] Predictive text algorithms are well known in the art, and any suitable algorithm may be implemented here. A predictive text algorithm which provides likelihood information associated with each predicted word is typically used according to pre-defined frequency of use statistics. This information can then be used to determine an order identifying which of the predicted or potential words are most likely given the characters already entered by the user. The likelihood information may be a number or a percentage, or any other parameter suitable for use by other applications resident on the device. As is known, the predicted words are drawn from those stored in an on-board dictionary, typically stored in the static memory **116**, and may include special terms such as device specific commands for example.

[**0041**] Referring also to FIG. **3** there is shown a flow diagram of a method **300** of entering a character into the electronic device **100**. At step **301** an initial keyboard having a full character set comprising the first set of input character keys **204** is displayed on the first touch sensitive region **202** of the display screen **105** of the device **100**. The first set of input character keys **204** each identify an associated character. The electronic device **100** then receives a user selection at step **303**, which corresponds to actuation of one of the first set of input character keys **204** or a word from the second touch sensitive region **203**. The method **300** then determines whether a key (for example **204**) or a word was selected or entered (step **305**). If a word was selected (W), this is displayed (step **307**) in the display region **201** of the touch screen layout **200**, and the method **300** returns to the first step **301** or terminates. If a key was determined as the selected input at step **305** (K), the corresponding entered character, in this case "C", is then shown on the display region **201** of the touch screen **200** at step **309**.

[**0042**] At step **311** the device **100** is configured to predict words having the user input characters entered or selected so far by the user. However where there is just one character the number of predicted words could be very large and so this facility is typically disabled for only one input character. At step **313**, if there are no predicted words (N), then the method **300** returns to await further user input at step **303**. If there are one or more predicted words (Y), resulting from two or more input characters, then these are displayed (step **315**) on the second touch sensitive display region **203**. This is illustrated in FIG. **4** where further character entry iterations are considered.

[**0043**] Returning to FIG. **2** and FIG. **3**, at step **317** the method determines the next or potential subsequent character in each predicted word. Each of these potential subsequent characters is the character in a respective predicted word or string of characters which follows the character which has just been entered or selected by the user following actuation of an associated key **204**.

[**0044**] At step **319** the method **300** determines whether the number of potential subsequent characters (N_{pred_char}) exceeds a predetermined number Nmax (ie N_{pred_char}>Nmax). The number of potential subsequent characters N_{pred_char} is the same as or less than the number of the predicted words that were predicted at step **311**. The maximum number Nmax of potential subsequent words is a customisable number which limits the maximum number of input character keys in a second set of input character keys which is described below. In this described implementation Nmax=9, but could in principle be any number less than the number of keys **204** on the initial keyboard. Whether or not the predicted number of potential subsequent characters N_{pred_char} exceeds the maximum number Nmax determines how keys corresponding to the potential subsequent character will be displayed.

[**0045**] In step **319**, the method **300** determines whether N_{pred_char} is greater than Nmax ((N) in step **319**), and if so the method **300** proceeds to step **321** where the next or potential subsequent characters are optionally highlighted in the initial keyboard by changing the colour, grey scale or illumination of the keys associated with these potential subsequent characters—this is indicated by **204**C in FIG. **2** and step **321** in FIG. **3**. Alternatively the input character keys associated with the potential subsequent characters could optionally be made bold or the other keys greyed out, the next predicted keys could flash, or any other suitable means of highlighting the input character keys of the initial keyboard associated with the potential subsequent characters could be used. By