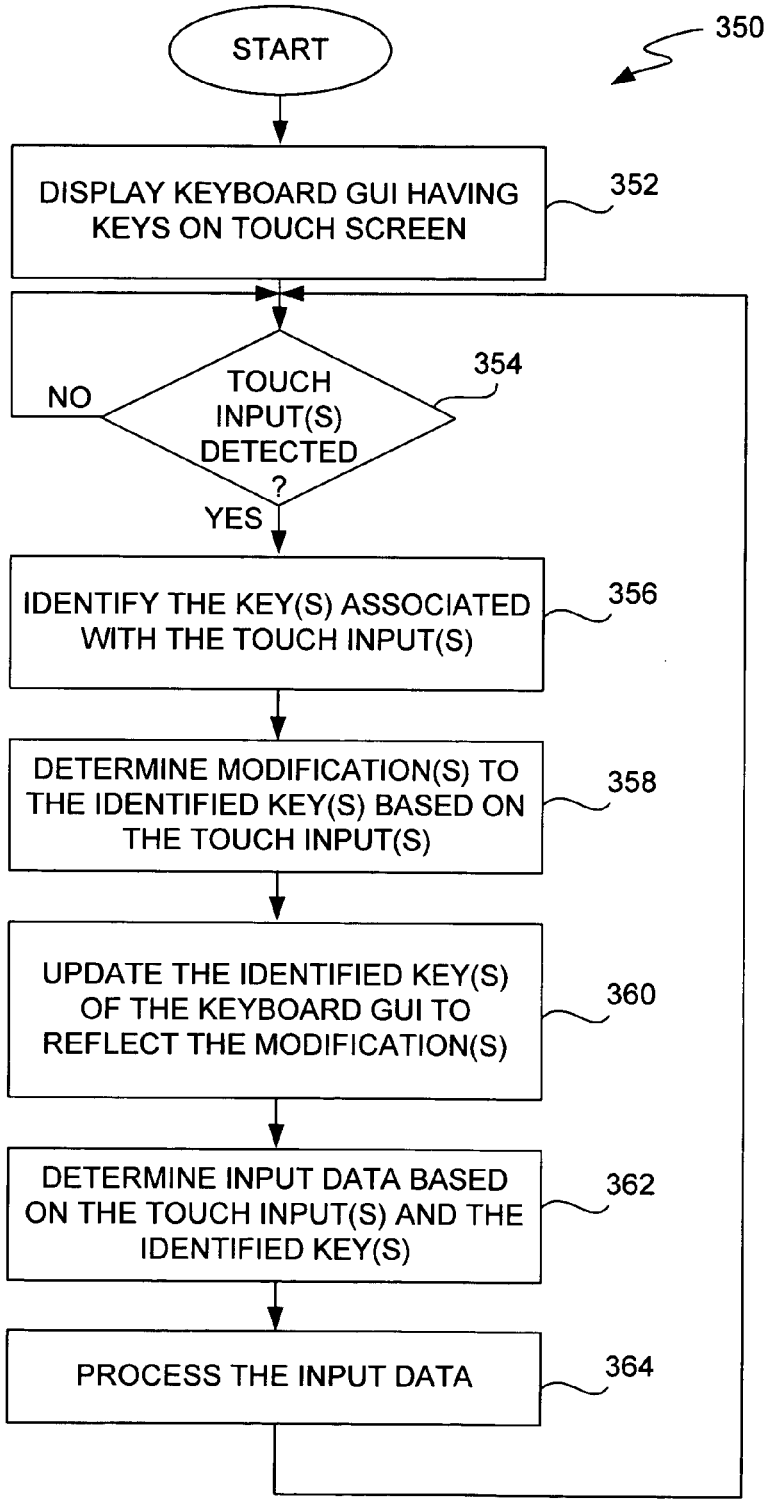
START
350
DISPLAY KEYBOARD GUI HAVING KEYS ON TOUCH SCREEN
352
TOUCH INPUT(S) DETECTED ?
354
NO
YES
IDENTIFY THE KEY(S) ASSOCIATED WITH THE TOUCH INPUT(S)
356
DETERMINE MODIFICATION(S) TO THE IDENTIFIED KEY(S) BASED ON THE TOUCH INPUT(S)
358
UPDATE THE IDENTIFIED KEY(S) OF THE KEYBOARD GUI TO REFLECT THE MODIFICATION(S)
360
DETERMINE INPUT DATA BASED ON THE TOUCH INPUT(S) AND THE IDENTIFIED KEY(S)
362
PROCESS THE INPUT DATA
364

FIG. 3B