

5. The method of claim 1 wherein step (a) further includes the step of:

passing the touch screen input areas and their coordinates from the touch screen application to a user presentation and interaction module for display.

6. The method of claim 5 wherein step (a) further includes the step of:

using the user presentation and interaction module to collect the coordinates of the touches on the display.

7. The method of claim 6 wherein step (b) further includes the step of:

passing the touch coordinates from the user presentation and interaction module to an auto-resizing logic module for analysis.

8. The method of claim 7 wherein step (c) further includes the step of:

passing size changes from the auto-resize logic module to the user presentation and interaction module for redisplay of the input areas.

9. A computer-readable medium containing program instructions for increasing ease-of-use of a touch screen application, wherein the touch screen application includes a user interface that displays one or more touch screen input areas on a touch sensitive display, each of the touch screen input areas comprising a viewable area and a clickable area, wherein a user's touch of the clickable area activates the corresponding touch screen input area, the program instructions for:

(a) collecting coordinates of the touches on the display in response to user interaction;

(b) analyzing the touch coordinates to determine how often the user has missed a the input areas; and

(c) increasing the size of both the viewable area and the clickable area of at least one of the input areas when the number of missed touches reaches a predetermined threshold so that the input areas will be easier to touch.

10. The computer-readable medium of claim 9 wherein instruction (c) further includes the instruction of: increasing the size of all the input areas.

11. The computer-readable medium of claim 10 wherein instruction (c) further includes the instruction of: increasing the size of the input areas in proportion to an average distance the missed touches are away from the input areas.

12. The computer-readable medium of claim 11 wherein instruction (b) further includes the instruction of: determining how often the user has missed each of the input areas.

13. The computer-readable medium of claim 9 wherein instruction (a) further includes the instruction of: passing the touch screen input areas and their coordinates from the touch screen application to a user presentation and interaction module for display.

14. The computer-readable medium of claim 13 wherein instruction (a) further includes the instruction of: using the user presentation and interaction module to collect the coordinates of the touches on the display.

15. The computer-readable medium of claim 14 wherein instruction (b) further includes the instruction of: passing the touch coordinates from the user presentation and interaction module to an auto-resizing logic module for analysis.

16. The computer-readable medium of claim 15 wherein instruction (c) further includes the instruction of: passing size changes from the auto-resize logic module to the user presentation and interaction module for redisplay of the input areas.

17. A software environment for a touch screen computer system, the touch screen computer system capable of executing at least one touch screen application, the touch screen application including a user interface that displays one or more touch screen input areas, each of the touch screen input areas comprising a viewable area and a clickable area, wherein a user's touch of the clickable area activates the corresponding touch screen input area, comprising:

a user presentation and interaction module for receiving the touch screen input areas and their coordinates from the touch screen application, displaying the input areas, and collecting coordinates of the touches on the display in response to user interaction; and

an auto-resizing logic module for receiving the coordinates of the touches from the user presentation and interaction module, analyzing the touch coordinates to determine how often the user has missed the input areas, increasing the size of at least one of the input areas when the number of misses passes a predetermined threshold, and submitting new input area dimensions to the user presentation and interaction module for redisplay.

18. The software environment of claim 17 wherein the auto-resizing logic module determines that the user's touch is a miss when the touch is outside a predetermined range of the clickable area.

19. The software environment of claim 18 wherein the predetermined range is calculated through a range boundary formed around the clickable area, wherein touches landing outside coordinates of the range boundary are labeled as misses, and touches landing inside the range boundary, but outside the clickable area, are labeled as near misses.

20. The software environment of claim 19 wherein when one range boundary overlaps another range boundary, and a near miss is within both range boundaries, then the near miss is associated with both range boundaries.

21. A method for increasing ease-of-use of a touch screen application, wherein the touch screen application includes a user interface that displays one or more touch screen input areas, each of the touch screen input areas comprising a viewable area and a clickable area, wherein a user's touch of the clickable area activates the corresponding touch screen input area, the method comprising the steps of:

(a) analyzing the user's touches on the touch screen to determine a miss rate that is based on a percentage of touches that fall outside of the clickable areas; and

(b) in response to the miss rate reaching a predetermined threshold, automatically increasing both the viewable area and the clickable area of at least one of the input areas, thereby making it easier for the user to interact with the touch screen application.

22. method of claim 21 wherein step (a) further includes the step of: when the touch fails to land within the clickable area, determining whether the user's touch is within a predetermined range of the clickable area.