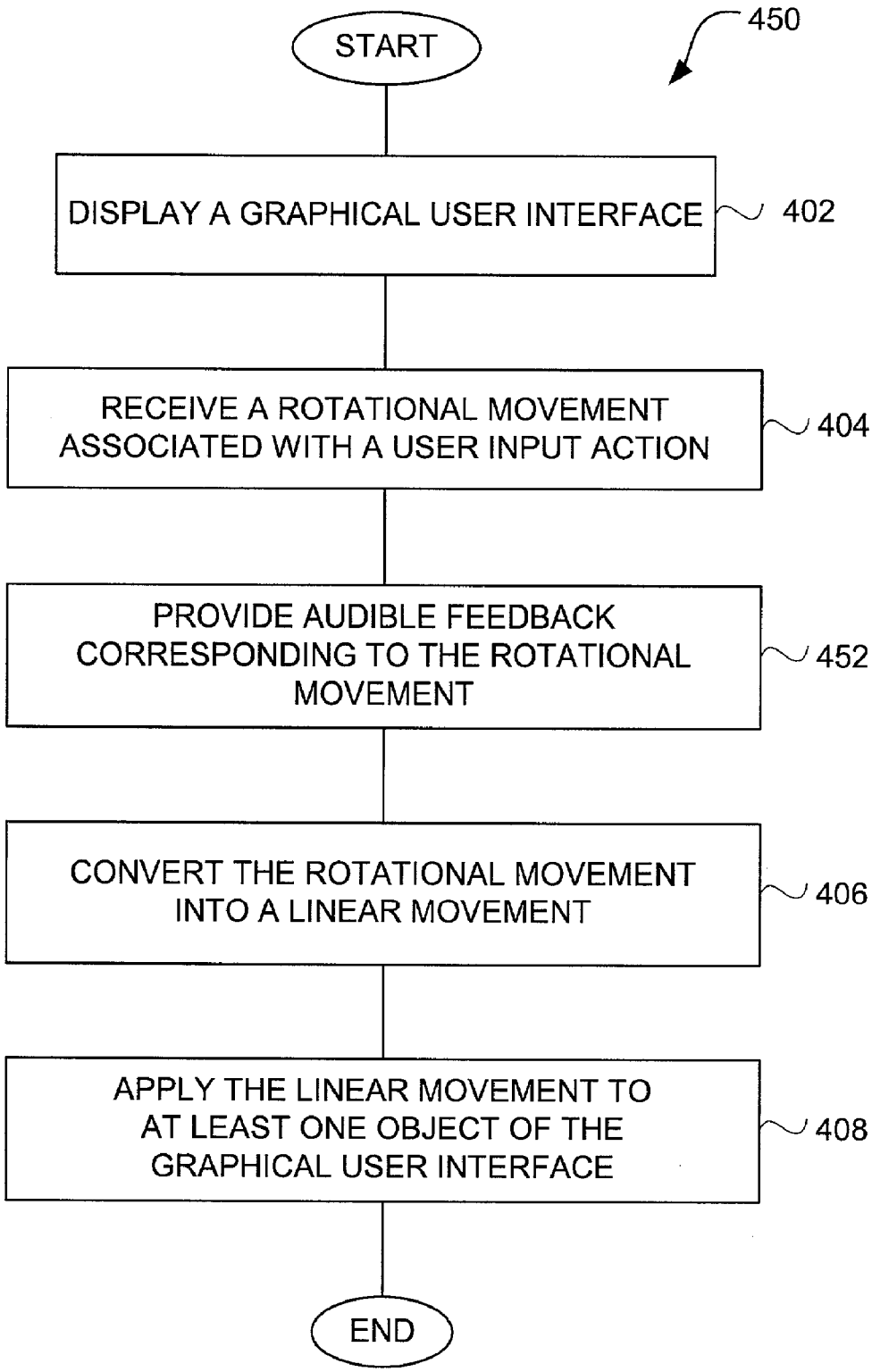
450
START
DISPLAY A GRAPHICAL USER INTERFACE
402
RECEIVE A ROTATIONAL MOVEMENT ASSOCIATED WITH A USER INPUT ACTION
404
PROVIDE AUDIBLE FEEDBACK CORRESPONDING TO THE ROTATIONAL MOVEMENT
452
CONVERT THE ROTATIONAL MOVEMENT INTO A LINEAR MOVEMENT
406
APPLY THE LINEAR MOVEMENT TO AT LEAST ONE OBJECT OF THE GRAPHICAL USER INTERFACE
408
END

FIG. 4B