

Frame

The diagram illustrates the 'Fifa Data Entry' interface. At the top, there is a purple header bar with the title 'Fifa Data Entry' and two green buttons: 'Get Data' and 'Set Data'. Below the header, the main area is divided into sections: 'Choose Option' (containing a dropdown menu), 'Input Field' (containing a text input field labeled 'Name/Jersey/Team'), and a central button labeled 'Execute Action'. To the right of the interface, there are two explanatory text blocks with arrows pointing to specific elements:

- An arrow points from the text "Here is a dropdown that will display the various options that we have in the program." to the 'Choose Option' section.
- An arrow points from the text "Buttons to change to different scenes/pages for retrieving data vs setting data." to the 'Get Data' and 'Set Data' buttons.
- An arrow points from the text "There will be input fields that allow the user to enter in specific details for a query such as the player name/jersey. One text field is shown here but we will have multiple." to the 'Input Field' section.

Output

Here we expect to see the formatted output of the program. This can be the data retrieved by a backed function or the status of a data alteration method.