

The interface is titled 'Widget Co.' and includes a menu bar (File, Edit, Go, Bookmarks, Options, Window, Help) and a URL field. The main content area is divided into several sections:

- Section 1 ▶ Function 1**: Contains a 'Logo' and 'Object - XYZ Corporation: 12-1'. It includes 'Begin' and 'Section 1' buttons, and a 'Preferences' button. A status bar shows 'Begin: 00/00/0000' and 'End: 00/00/0000'.
- Section 2**: Contains 'Function 1', 'Function 2', and 'Function 3' buttons.
- Section 3**: Contains 'Section 1' and 'Section 2' buttons.
- Section 4**: Contains 'Section 3' and 'Section 4' buttons.

The main data entry area is titled 'Section 1 Object 0001 XYZ Corp' and contains three subsections:

- Subsection 1**: Contains labels and input fields: 'Label: [dropdown] [text]', 'Really Long Label: [text]', 'Medium Label: [text]', 'Label: [dropdown] [text]', 'Standard Label: [text]', 'Label: [dropdown] [text]', and 'Label: [text]'.
- Subsection 2**: Contains labels and input fields: 'Really Long Label: [text]', 'Really Long Label: [text]', 'Really Long Label: [text]', and 'Really Long Label: [text]'.
- Subsection 3**: Contains a 'Label: [text]' field and a table:

Table: Title		
Begin	Midpoint	End
<Value>	<Value>	<Value>

At the bottom of the main area are 'Undo' and 'Submit' buttons. The footer contains 'Show Cue Card ▲', 'Select Object ▲', and a navigation bar for 'Objects' with buttons: | << < > >> |.

Rapid Data Entry

This view is to show how new objects can be rapidly entered into the database.

- Window appears after user selects Section, Action and then the name of the Object they would like to modify.
- Cursor is automatically situated at the first drop-down box.
- The user can then tab through the form and submit it.

All labels are right justified and there is a narrow gutter between the labels and boxes.

There is some question as to whether this is necessary and how it should function. If used, it should only undo the modifications that have been done to the current page.

When user is creating a new object, the "Submit" button will submit the data and take them to the next page (e.g. Function 1 to Function 2 page). However, if the user is modifying an object's data, it will just submit the data.

This navigation bar allows the user to switch between objects. When selected, the user is taken to the same page of information for another object.

1. User sees that Value 4 is not in the XYZ drop-down. They select add to add it to the drop-down.

2. This is what the pop-up initially looks like when they first select add.

3. User writes in Value 4 and a code they feel is representative. Then they press update.

4. User sees that Value 4 has now been added and selects Done to return to their drop-down.

5. User sees that Value 4 has now been added to the drop-down, selects it and moves on.