\begin{gather\*}

\begin{bmatrix}

\textbf{Boundary}&\textbf{Control}&\textbf{Entity}\\

Buttons&Search&Database\\

Textfields&Advanced search&Images\\

Headline&Imageclick\\

Background&Edit\\

\end{bmatrix}

\end{gather\*}\\

\textbf{Boundary:}\\

Everything the user sees is pretty much a boundary object. In our case, it is the buttons search advanced search and edit. The text fields. The headline and the grey background.\\

\textbf{Entity}\\

The entity must be all the information from the database and all the specific images that sticks with certain specific information from the database.\\

\textbf{Control}\\

The search button takes the input text from its text field and searches through the database for that input is a control object. The advanced search does more or less the same except it has four text fields the user can write input. The click on the image takes the user into another site where the picture is in its original size. Lastly, there is the edit button that allows the editor to change the database entries. These are all control objects because they allow the user to control the websites appearance, for example.