

$S + 2 = 7$
 $-3 = 4$

ATF

click

handle Favourites

add remove

[2 3 4]
 ↓
 id

- 1) get oldMovies from LS
- 2) if (movie present) {
 remove

3) else add

4) set oldMovies in LS

state fm: []
 id

1) button

toggle
 ATF
 RFF

favorites.include(movieObj.id)

Remove
 else Add

2) Favourites

1) Click = movie render in table
 on the basis of genre
 selected in List of genres