## Exercise 7.1: Store favorite recipes

* Set up a class to store a list of favorite recipes. You can use either SharedPreferences or SQLLite. Only the recipe id needs to be stored.
* Add a new menu entry to the menu in the RecipeDetailsActivity that allows you to toggle between adding and removing recipes from the list of favorites. Set the menu entry with an appropriate text depending on the current state.
* Add an icon on the right of the recipe name in the list view in the RecipeListActivty. Have the icon be visible only if the recipe is in the list of favorites (you can use the star icon from the Materials folder).

## Exercise 7.2: Upload an image from the gallery

* Add an image view and a new button at the top of the SaveRecipeActivity.
* When you click on the Button. open the gallery choose an image to upload like shown in the lecture. The image then should be displayed inside the image view. Get the Bitmap object and set it to the image view. After selection, compress the image to reduce its size. If it’s too big, uploading it to the server or passing it later for editing could not work. Create an object of class ByteArrayOutputStream and add the following line to compress: *bitmap.compress(Bitmap.CompressFormat.WEBP, 0, stream)*

Store the byte array in a variable. You will need it later for the API request.

* Upon clicking on the save button pass the byte array to MultipartBody.Builder before executing the request.
* To remove the image from the form, you can use an OnClickListener()on the image view.