## Exercise 7.1: Store favorite recipes

* Set up a class to store a list of favorite recipes. You can use either *Preferences* 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 *ListView* 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 *ImageView* 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 than should be displayed inside the *ImageView*. Get the Bitmap object and set it to the *ImageView*. 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 *ImageView*.