## Exercise 8.1: Store favorite recipes

Add a new menu button in the recipe details page that allows you to toggle between adding and removing recipes from a list of favorites. Show an icon next to the recipe name in the list view page if the recipe is in the favorites list (you can use the star icon from the Materials folder), To store the recipe list, you can use either Preferences or SQLLite. Only the recipe id needs to be stored.

## Exercise 8.2: Upload an image from the gallery

Add an ImageView and a new button to the SaveRecipe activity. When the user clicks on the button the gallery should open and an image should be chosen. The image than should be displayed inside the ImageView. Upon clicking on the save button the bitmap needs to be converted to a byte array and added to the MultipartBody.Builder object. It’s also a good idea to compress the image as large images take longer time to be send to the server and stored to the database and therefore the request can time out.