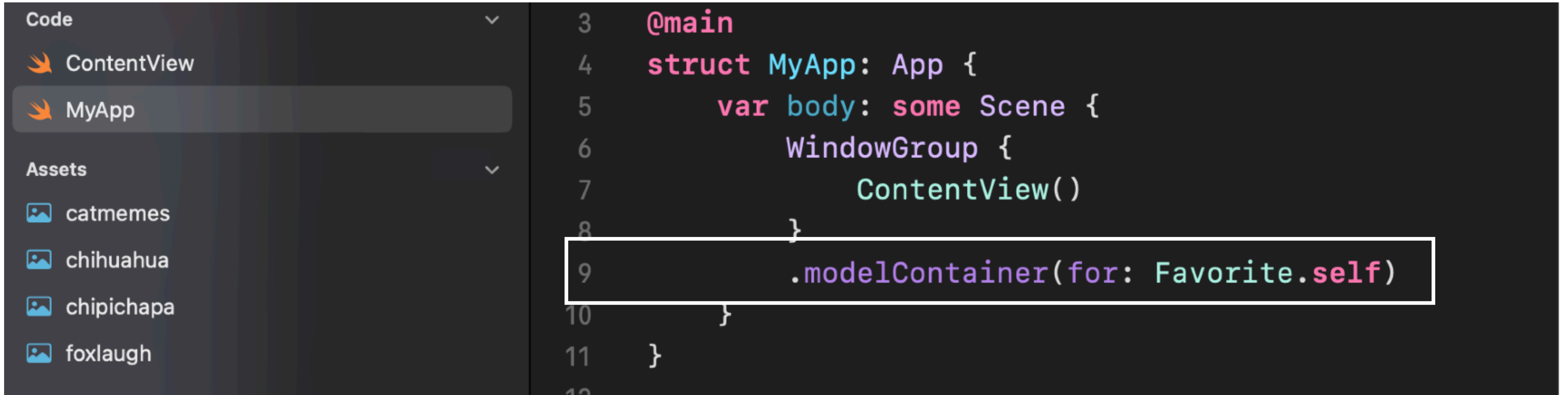


Now go to your MyApp file, and add modelContainer



```
3  @main
4  struct MyApp: App {
5      var body: some Scene {
6          WindowGroup {
7              ContentView()
8          }
9      .modelContainer(for: Favorite.self)
10     }
11 }
12
```

Go back to our ContentView file, and add this

```
17 struct ContentView: View {  
18  
19     @Environment(\.modelContext) var modelContext  
20 }
```