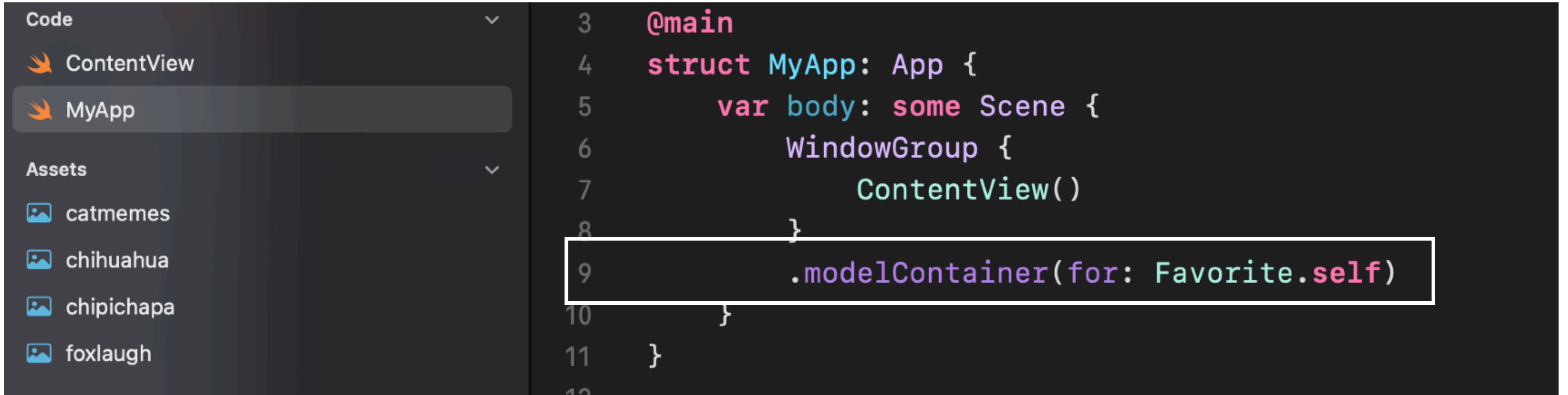


Now, let's go to your data structure, and refine it like this

```
@Model
class Favorite: Identifiable {
    let id = UUID()
    var name: String
    var image: String

    init(name: String = "", image: String = "") {
        self.name = name
        self.image = image
    }
}
```

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
```