# Membuat Class Coffee

```
class Coffee {
    int   image Id ;
    int   title Id ;                  > Constructor class
    int   description Id ;
}
```

# Membuat data source

```
class Datasource {
    Coffee dataset = Arrays . as list ( data )
    return  dataset
}
```

# Menambahkan coffee favorit

```
~~class~~ fun  add To Favourite {
    fav List. add ( title Id )
}
fun  remove From Favourite {
    fav list . delete ( title Id )
}
fun  get Fav Coffee { return fav list }
```