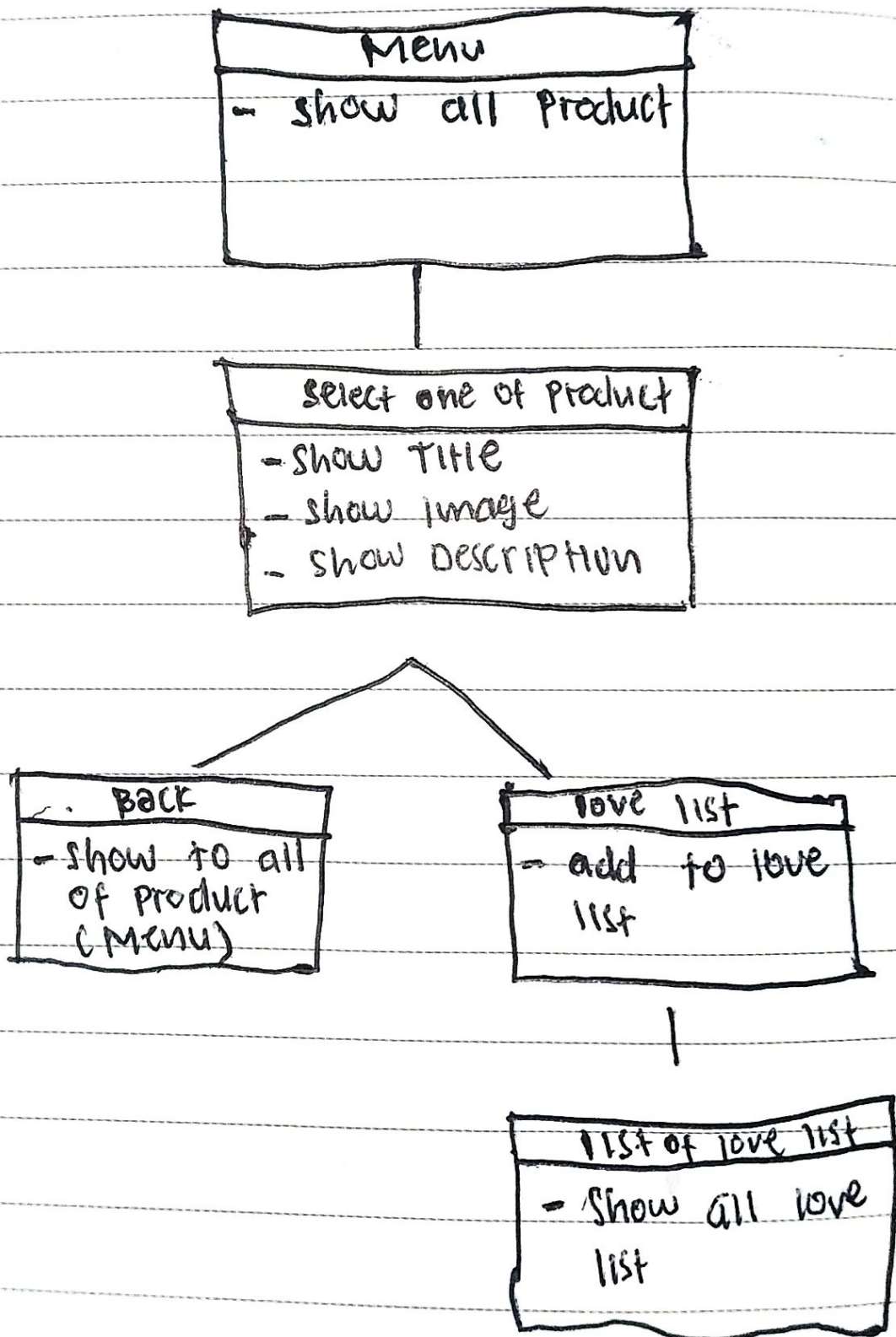


CLASS Design

Coffee catalog APP.

C



```
class coffee {
```

```
    int title ResourcesId
```

```
    int img ResourcesId
```

```
    int desc ResourcesId
```

```
    constructor
```

```
}
```

Fetch Data

```
class DataSource {
```

```
    return list of <coffee>
```

```
}
```

Favorite coffee

```
class favorite coffee {
```

```
    list = mutable list of <coffee>
```

```
    function add_coffee
```

```
    function remove_coffee
```

```
    function fetch_coffee
```

```
    Return list.add(coffee)
```

```
    Return list.remove coffee
```

```
    Return list.
```