The components of the app when adding and displaying the data from database to display are:

* UserFavoriteActivity: Display favorite users in a list using a RecyclerView and the FavoriteListAdapter. In UserFavoriteActivity, there is an Observer that observes the favorite users LiveData from the database and is notified when they changed.
* DataUserActivity: User add or remove the favorite user data to the database by pushing the FloatingActionButton widget.
* FavoriteViewModel: Provides methods for accessing the data layer, and it returns LiveData so that UserFavoriteActivity can set up the observer relationship. **\***
* LiveData<List<Favorite>>: Makes possible the automatic updates in the UI components. In the FavoriteViewModel, there is an Observer that observes the favorites LiveData from the database and is notified when they change.
* Repository(FavoriteRepository): Manages one or more data sources. Repository exposes methods for the ViewModel to interact with the underlying data provider. In this app, that backend is a Room database.
* Room: is a wrapper around and implements a SQLite database. Room does a lot of work for you that you used to have to do yourself..
* DAO(FavoriteDao): maps method calls to database queries, so that when the Repository calls a method such as getIdOrderedFavorites, Room can execute **SELECT \* from favorite\_table ORDER BY id ASC**.
* Favorite: is the entity class that contains a single favorite user.

**\*** Views and Activities (and Fragments) only interact with the data through the ViewModel. As such, it doesn't matter where the data comes from.