


MovieDatabase::pushItem



```
graph LR; A[MovieDatabase::syncLocal Database] --> B[MovieDatabase::pushItem]
```

A diagram showing a call from the `MovieDatabase::syncLocal Database` method to the `MovieDatabase::pushItem` method. The `MovieDatabase::pushItem` box is shaded gray, while the `MovieDatabase::syncLocal Database` box is white. A blue arrow points from the right box to the left box.

MovieDatabase::syncLocal  
Database