

New

```
IconButton playPauseButton() {  
  final icon = widget.isPlaying ? Icons.pause : Icons.play_arrow;  
  final onPressed = () {  
    if (widget.onPlayStateChanged != null) {  
      widget.onPlayStateChanged(!widget.isPlaying);  
      widget.isPlaying = !widget.isPlaying;  
    }  
  };  
  
  return IconButton(  
    icon: Icon(icon),  
    color: Color.fromARGB(225, 16, 16, 214),  
    onPressed: onPressed,  
  );  
}
```

Old

```
IconButton playpausebutton() {  
  return IconButton(  
    icon: (widget.isPlaying) ? Icon(Icons.pause) : Icon(Icons.play_arrow),  
    color: Color.fromARGB(225, 16, 16, 214),  
    onPressed: () {  
      if (widget.onPlayStateChanged != null) {  
        widget.onPlayStateChanged(!widget.isPlaying);  
        widget.isPlaying = !widget.isPlaying;  
      }  
    }  
  );  
}
```

This refactoring makes the code more concise and easier to understand.