recipe creation screen <<StatelessWidget>> <<StatefulWidget>> RecipeCreationScreen **ImagePickerWidget** - recipe: Recipe - image: UInt8List? - onChange(UInt8List? value): void + ImagePickerWidget(UInt8List? image, void onChange(UInt8List? value)): ImagePickerWidget <<StatefulWidget>> DifficultyPickerWidget - difficulty: Difficulty - onChange(Difficulty value): void + DifficultyPickerWidget(Difficulty difficulty, void onChange(Difficulty value)): DifficultyPickerWidget <<StatefulWidget>> IngredientList - ingredients: List<Ingredient> - onChange(List<Ingredient> value): void + IngredientList(List<Ingredient ingredients, void onChange(List<Ingredient> value)): IngredientList <<StatefulWidget>> **ToggleableLabelWidget** - icon: IconData - name: String - active: bool - onChange(bool value): void + ToggleableLabelWidget(IconData icon, String name, bool active, void onChange(bool value)): ToggleableLabelWidget