recipe_creation_screen

<<StatelessWidget>>
RecipeCreationScreen

- recipe: Recipe

- createRecipe(): void

<<StatefulWidget>>
ImagePickerWidget

- image: UInt8List?
- onChange(UInt8List? value): void

+ ImagePickerWidget(UInt8List? image, void onChange(UInt8List? value)): ImagePickerWidget

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<<StatefulWidget>>
DifficultyPickerWidget

- difficulty: Difficulty
- onChange(Difficulty value): void

+ DifficultyPickerWidget(Difficulty difficulty, void onChange(Difficulty value)): DifficultyPickerWidget

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<<StatefulWidget>>
IngredientList

- ingredients: List<Ingredient>
- onChange(List<Ingredient> value): void

+ IngredientList(List<Ingredient ingredients, void onChange(List<Ingredient> value)): IngredientList

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<<StatefulWidget>>
ToggleableLabelWidget

- icon: IconData
- name: String
- active: bool
- onChange(bool value): void

+ ToggleableLabelWidget(IconData icon, String name, bool active, void onChange(bool value)): ToggleableLabelWidget