Expanded creatbutton(Color color, int num) {  
 return Expanded(  
 child: TextButton(  
 style: TextButton.*styleFrom*(  
 primary: Colors.*white*,  
 backgroundColor: color, // Background Color  
 ),  
 onPressed: () async {  
 playsound(num);  
 },  
 child: Text('',

style: TextStyle(  
 color: Colors.*black*,  
 fontWeight: FontWeight.*bold*,  
 fontSize: 20.0,

),  
 ),  
 );  
}

To call function

creatbutton(Colors.*blue*, 1),

note playsound is another function.