class \_QuizPageState extends State<QuizPage> {  
 List<Icon> scorekeeper=[];  
 @override

we have to tell in <> that what are we going to store in this list.

Using list at different place and calling list at different place. Location is highlighted in green below.

import 'package:flutter/material.dart';  
//*TODO: Step 2 - Import the rFlutter\_Alert package here.*//import 'quiz\_brain.dart';  
  
//QuizBrain quizBrain = QuizBrain();  
  
void main() => runApp(Quizzler());  
  
class Quizzler extends StatelessWidget {  
 @override  
 Widget build(BuildContext context) {  
 return MaterialApp(  
 home: Scaffold(  
 appBar: AppBar(  
 title: const Text('QuizApp'),  
 backgroundColor: Colors.*lightBlueAccent*),  
 backgroundColor: Colors.*grey*.shade900,  
 body: SafeArea(  
 child: Padding(  
 padding: EdgeInsets.symmetric(horizontal: 10.0),  
 child: QuizPage(),  
 ),  
 ),  
 ),  
 );  
 }  
}  
  
class QuizPage extends StatefulWidget {  
 @override  
 \_QuizPageState createState() => \_QuizPageState();  
}  
  
class \_QuizPageState extends State<QuizPage> {  
 List<Icon> scorekeeper = [];  
 @override  
 Widget build(BuildContext context) {  
 return Column(  
 mainAxisAlignment: MainAxisAlignment.spaceBetween,  
 crossAxisAlignment: CrossAxisAlignment.stretch,  
 children: <Widget>[  
 Expanded(  
 flex: 5,  
 child: Padding(  
 padding: EdgeInsets.all(10.0),  
 child: Center(  
 child: Text(  
 'Question 01',  
 textAlign: TextAlign.center,  
 style: TextStyle(  
 fontSize: 25.0,  
 color: Colors.*white*,  
 ),  
 ),  
 ),  
 ),  
 ),  
 Expanded(  
 child: Padding(  
 padding: EdgeInsets.all(15.0),  
 child: TextButton(  
 style: TextButton.*styleFrom*(  
 foregroundColor: Colors.*white*,  
 backgroundColor: Colors.*green*, // Background Color  
 ),  
 onPressed: () {  
 setState(() {  
 scorekeeper.add(  
 Icon(  
 Icons.*check*,  
 color: Colors.*green*,  
 ),  
 );  
 });  
 },  
 child: Text(  
 'True',  
 style: TextStyle(  
 color: Colors.*white*,  
 fontWeight: FontWeight.*normal*,  
 fontSize: 20.0,  
 ),  
 ),  
 ),  
 ),  
 ),  
 Expanded(  
 child: Padding(  
 padding: EdgeInsets.all(15.0),  
 child: TextButton(  
 style: TextButton.*styleFrom*(  
 foregroundColor: Colors.*white*,  
 backgroundColor: Colors.*red*, // Background Color  
 ),  
 onPressed: () {  
 setState(() {  
 scorekeeper.add(  
 Icon(  
 Icons.*close*,  
 color: Colors.*red*,  
 ),  
 );  
 });  
 },  
 child: Text(  
 'False',  
 style: TextStyle(  
 color: Colors.*white*,  
 fontWeight: FontWeight.*normal*,  
 fontSize: 20.0,  
 ),  
 ),  
 ),  
 ),  
 ),  
 Row(children: scorekeeper),  
 ],  
 );  
 }  
}  
  
/\*  
question1: 'You can lead a cow down stairs but not up stairs.', false,  
question2: 'Approximately one quarter of human bones are in the feet.', true,  
question3: 'A slug\'s blood is green.', true,  
\*/

When using this command in another class import the required class in this class.

As shown here.

