Gesture detector does not change the layout of container, which is good.

Initialize two variables above all classes.

const activeColor = Color(0xFF1D1E33);  
const deActiveColor = Color(0xFF111328);  
  
class InputPage extends StatefulWidget {  
 @override  
 \_InputPageState createState() => \_InputPageState();  
}

make a new function as per requirement.

void colorupdate(int gender) {  
 if (gender == 1) {  
 maleColor = activeColor;  
 femaleColor = deActiveColor;  
 }  
 if (gender == 2) {  
 maleColor = deActiveColor;  
 femaleColor = activeColor;  
 }  
}

now go to the widget and wrap that widget into a new widget. Then use gesture widget there.

GestureDetector(  
 onTap: () {  
 setState(() {  
 colorupdate(1);  
 });  
 },  
 child: RepeatContainerCode(  
 colors: maleColor,  
 cardWidget: RepeatTextandIconWidget(  
 iconData: FontAwesomeIcons.male,  
 *l*abel: 'Male',  
 ),  
 ),  
),