use of function as a object parameter

import 'package:font\_awesome\_flutter/font\_awesome\_flutter.dart';  
import 'package:flutter/material.dart';  
  
class RepeatContainerCode extends StatelessWidget {  
 RepeatContainerCode(  
 {required this.colors,  
 required this.cardWidget,  
 required this.onPressed});  
 final Color colors;  
 final Widget cardWidget;  
 final Function onPressed;  
  
 @override  
 Widget build(BuildContext context) {  
 return GestureDetector(  
 onTap: () {  
 onPressed();  
 },  
 child: Container(  
 margin: EdgeInsets.all(10.0),  
 child: cardWidget,  
 decoration: BoxDecoration(  
 color: colors,  
 borderRadius: BorderRadius.circular(10.0),  
 ),  
 ),  
 );  
 }  
}

class \_InputPageState extends State<InputPage> {  
 Gender selectGender = Gender.male;  
  
 @override  
 Widget build(BuildContext context) {  
 return Scaffold(  
 appBar: AppBar(  
 title: Text('BMI CALCULATOR'),  
 backgroundColor: Color(0xFF1D1E33),  
 ),  
 body: Column(  
 children: [  
 Expanded(  
 child: Row(  
 children: [  
 Expanded(  
 child: RepeatContainerCode(  
 onPressed: () {  
 setState(() {  
 selectGender = Gender.male;  
 });  
 },  
 colors: selectGender == Gender.male  
 ? activeColor  
 : deActiveColor,  
 cardWidget: RepeatTextandIconWidget(  
 iconData: FontAwesomeIcons.male,  
 label: 'Male',  
 )*,* ),  
 ),