Make new dart file with name result.

import 'package:flutter/material.dart';  
  
class ResultScreen extends StatelessWidget {  
 @override  
 Widget build(BuildContext context) {  
 return Scaffold(  
 appBar: AppBar(  
 title: Text(  
 'BMI Result',  
 ),  
 ),  
 body: Text(  
 'Body Data',  
 ),  
 );  
 }  
}

now import this class in our main folder.

import 'result.dart';

to change page.

GestureDetector(  
 onTap: () {  
 Navigator.*push*(  
 context, MaterialPageRoute(builder: (context) => ResultScreen()));  
 },

We use navigator.push to do to screen and navigator.pop to come back to this screen. MaterialPageRoute use builder which take data of first screen and return ResultScreen().

Note: ResultScreen in the name of the other class.

To come back simply write

Navigator.*pop*(context);

Actually this navigation method works on stacks concept in which puch will put the page on the top of the stack and pop will take out the top most page from the stack.