mainPage.Xaml

```
<?xml version="1.0" encoding="utf-8" ?>
<ContentPage xmlns="http://xamarin.com/schemas/2014/forms"</pre>
       xmlns:x="http://schemas.microsoft.com/winfx/2009/xaml"
       xmlns:d="http://xamarin.com/schemas/2014/forms/design"
       xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
       mc:Ignorable="d"
       x:Class="App2.MainPage">
  <StackLayout>
    <Label Text="FOOD ORDER SYSTEM"></Label>
    <Label Text="SELECT PRICE RANGE"></Label>
    <Label FontSize="Medium">Select the range prize between 500 to 1000</Label>
    <Label x:Name="item1" FontSize="Medium"></Label>
    <Slider x:Name="sld1" Minimum="500" Maximum="1000"
ValueChanged="onvaluechange" />
    <Button Clicked="submit" Text="Submit" />
  </StackLayout>
</ContentPage>
```

After define onvaluechange

mainPage.Xaml.cs

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Linq;
using System.Text;
using System. Threading. Tasks;
using Xamarin.Forms;
namespace App2
  // Learn more about making custom code visible in the Xamarin. Forms previewer
  // by visiting https://aka.ms/xamarinforms-previewer
  [DesignTimeVisible(false)]
  public partial class MainPage: ContentPage
    public MainPage()
       InitializeComponent();
    private void onvaluechange(object sender, ValueChangedEventArgs e)
       public MainPage()
         InitializeComponent();
       double value1;
       private void onvaluechange(object sender, ValueChangedEventArgs e)
         lbl1.Text = e.NewValue.ToString();
         value1 = e.NewValue;
       async void submit(object sender, EventArgs e)
         string item1 = itm1.Text;
```

```
if (value1 > 500 && value1 < 600)
{
    await DisplayAlert("You are buying pizza ", itm1.Text, "OK");
}
else if (value1 > 600 && value1 < 700)
{
    await DisplayAlert("You are buying burger ", itm1.Text, "OK");
}
else (value1 > 800 && value1 < 1000)
{
    await DisplayAlert("Your order is rice bowl ", itm1.Text, "OK");
}
}
}
}
}</pre>
```