**mainPage.Xaml**

<?xml version="1.0" encoding="utf-8" ?>

<ContentPage xmlns="http://xamarin.com/schemas/2014/forms"

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");

}

}

}

}

}